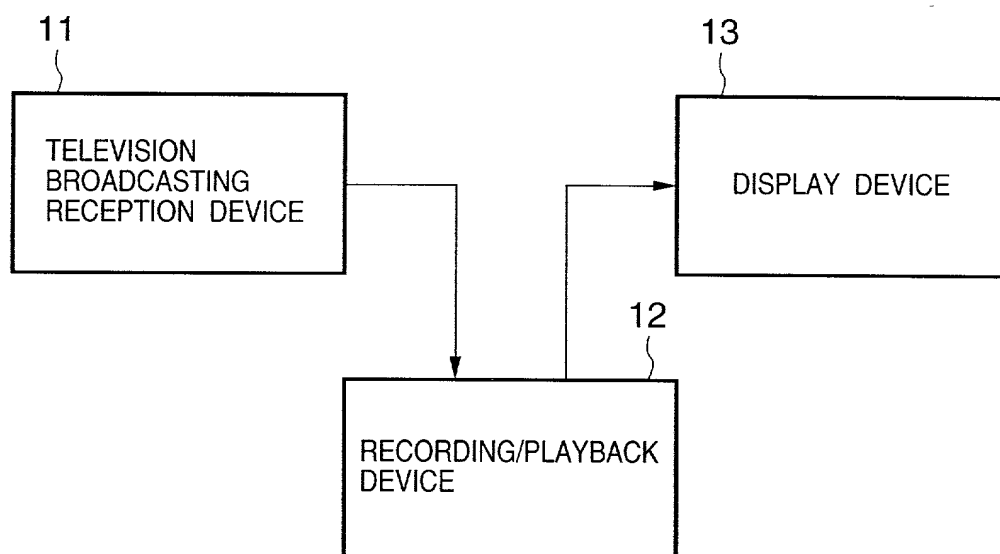


**FIG. 1**

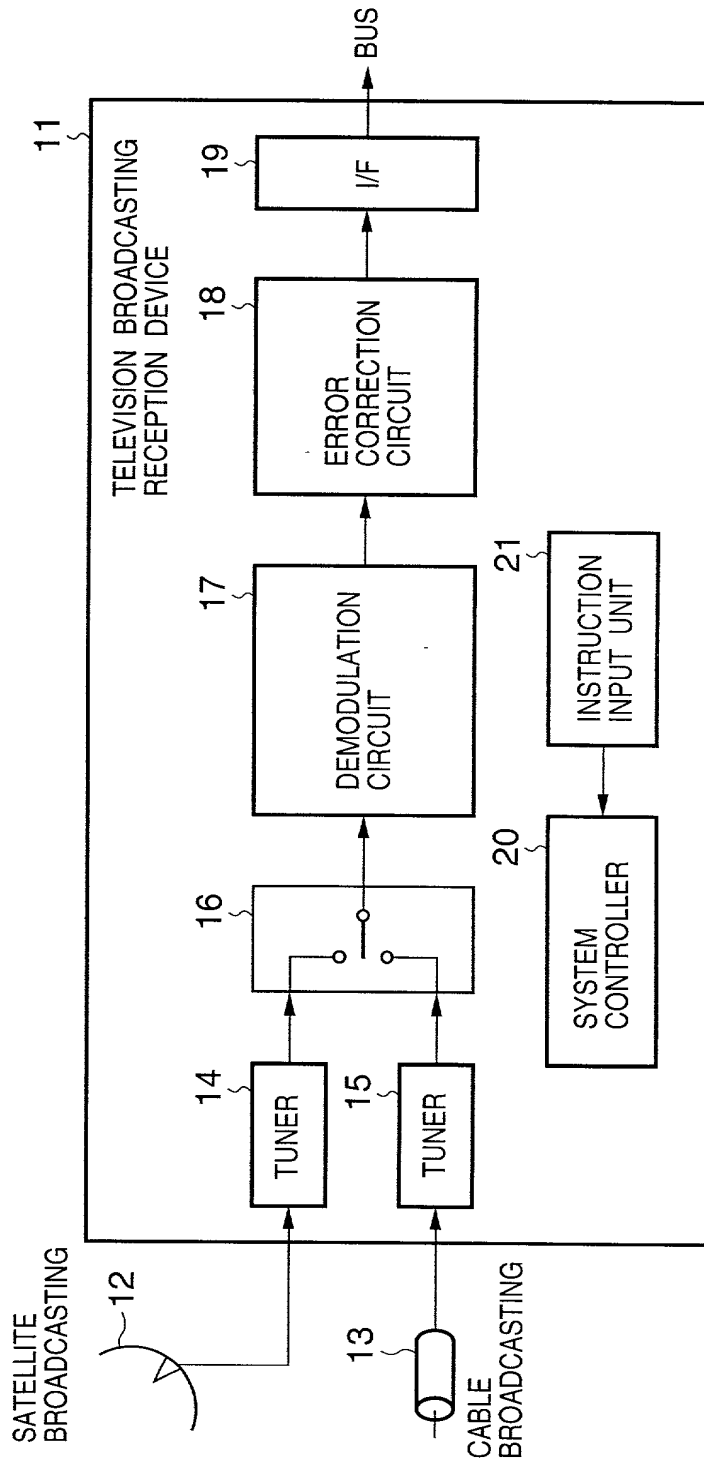


FIG. 3

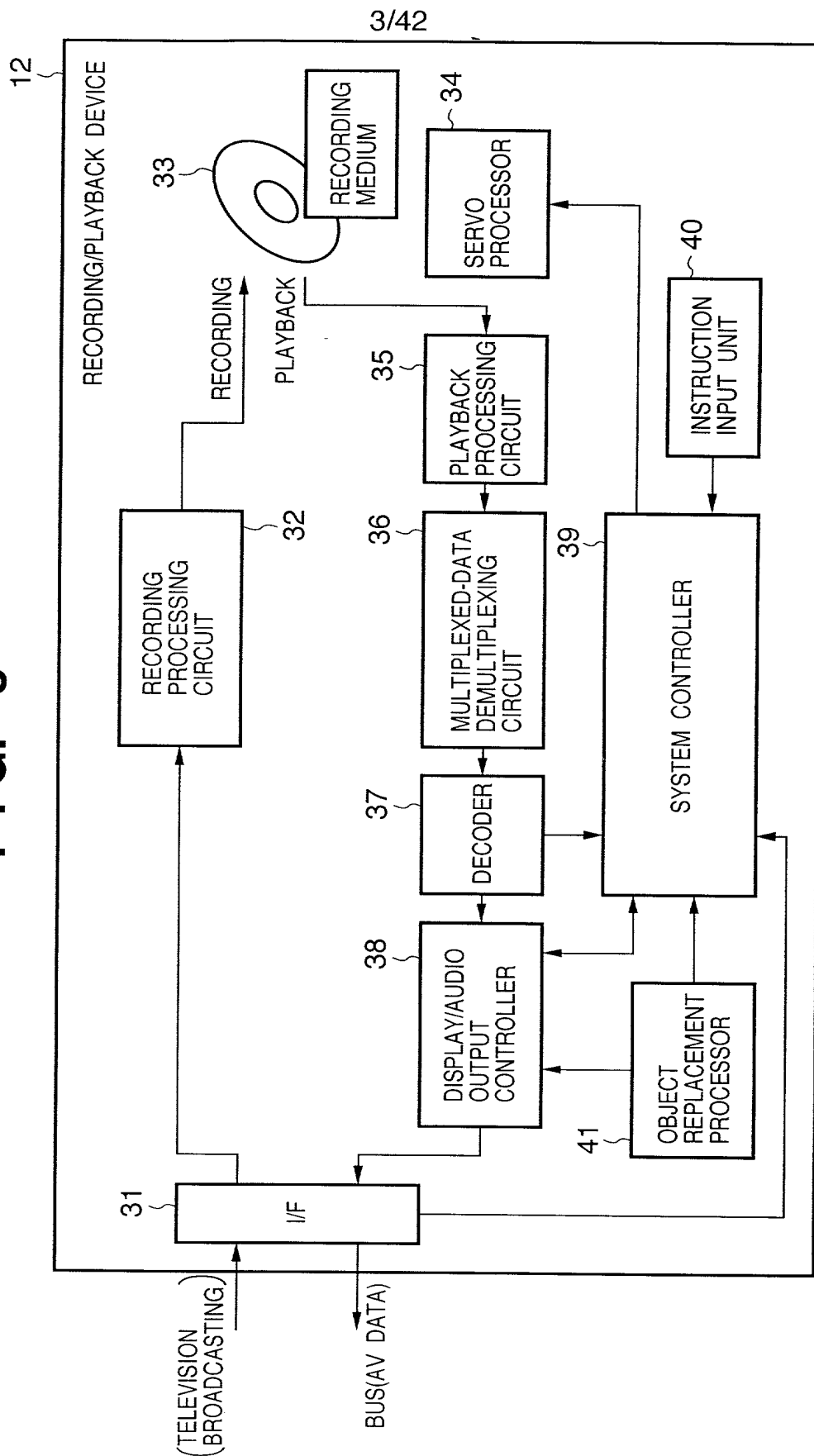
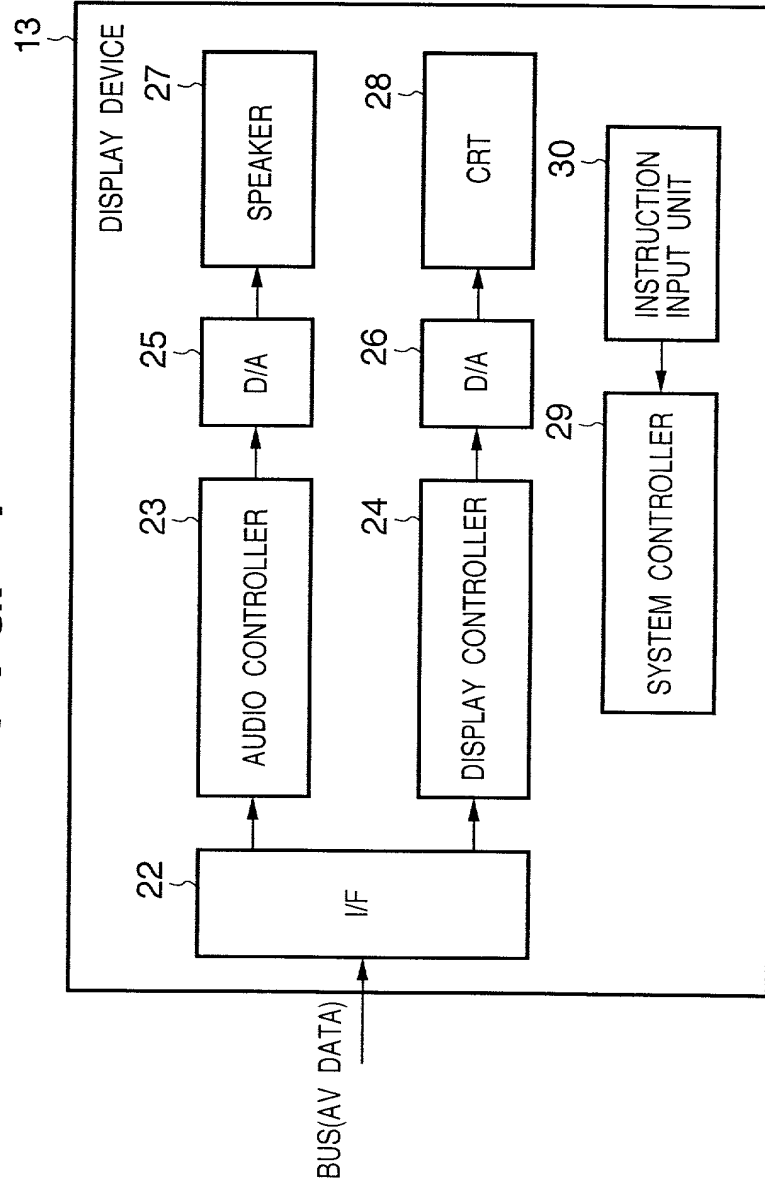


FIG. 4



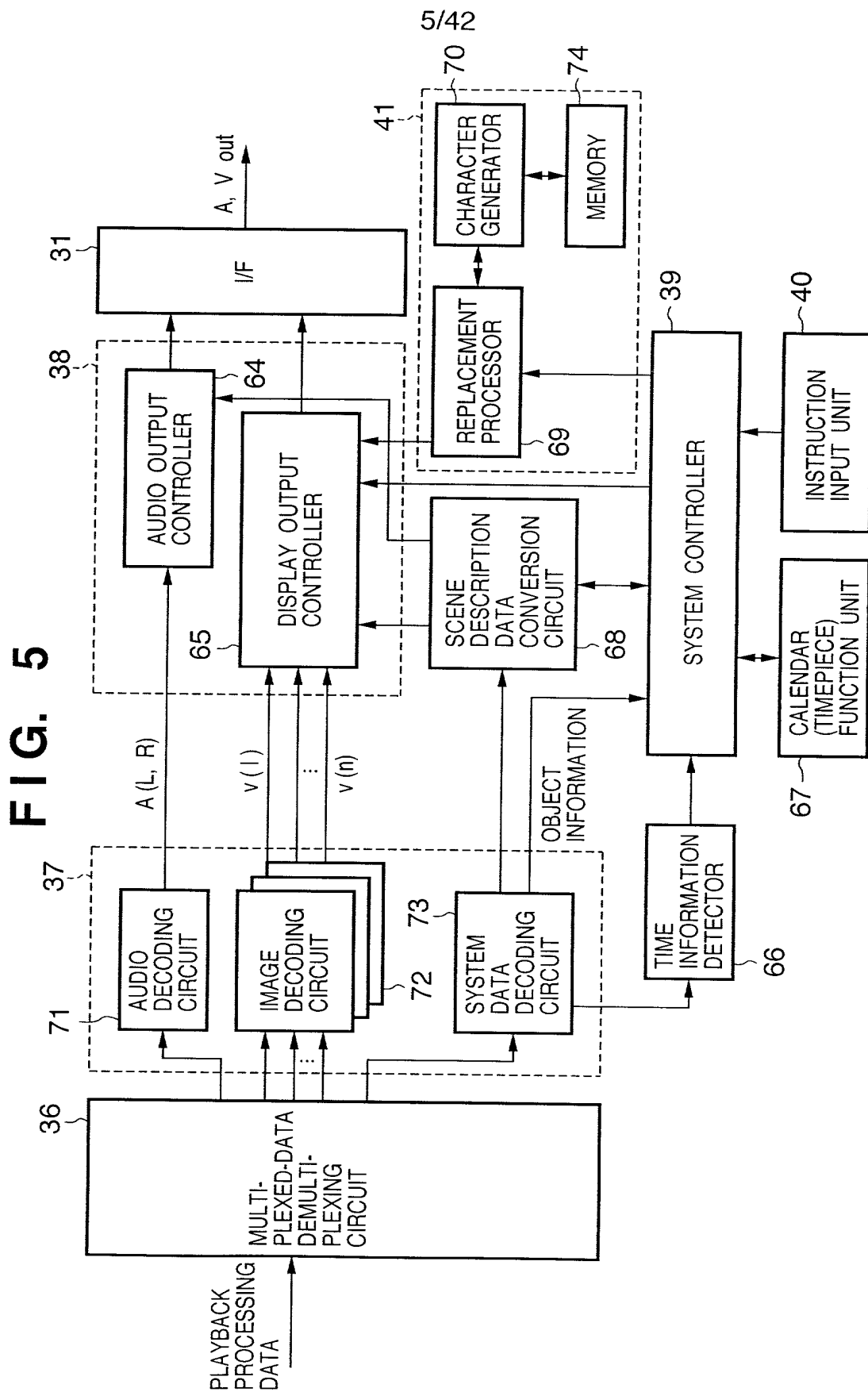


FIG. 6

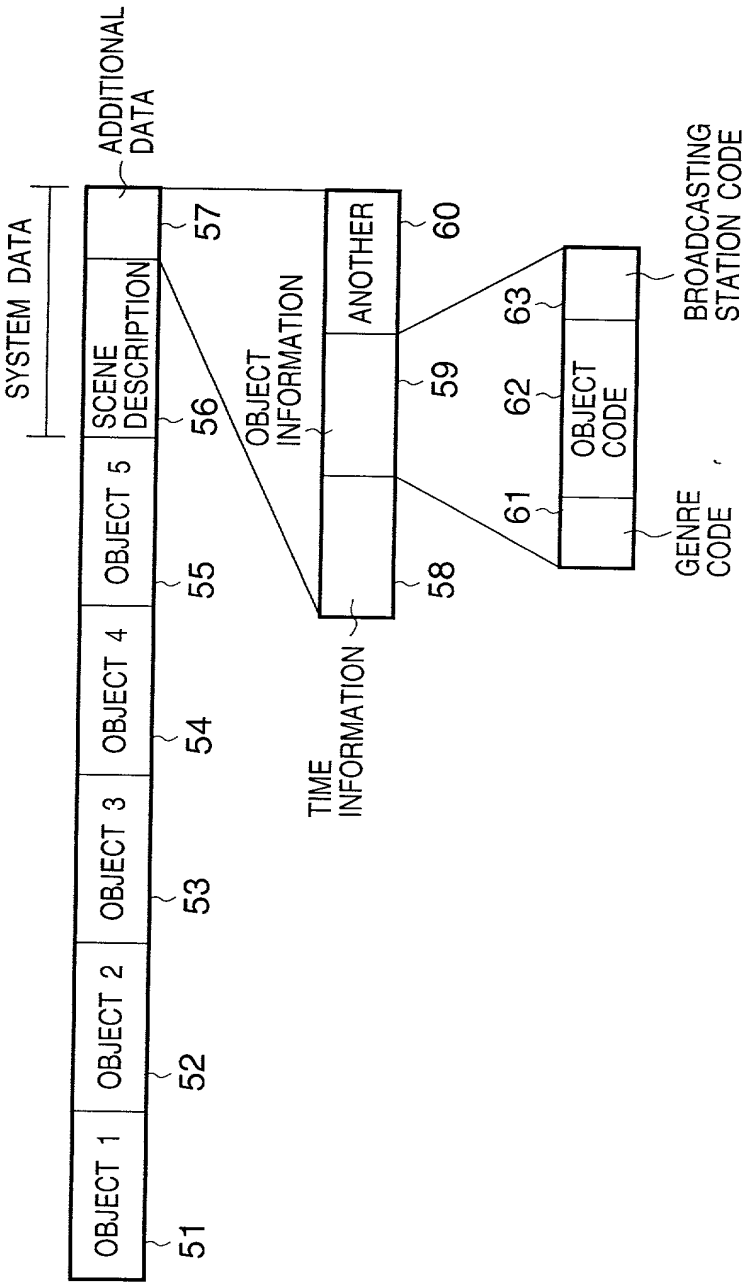


FIG. 7

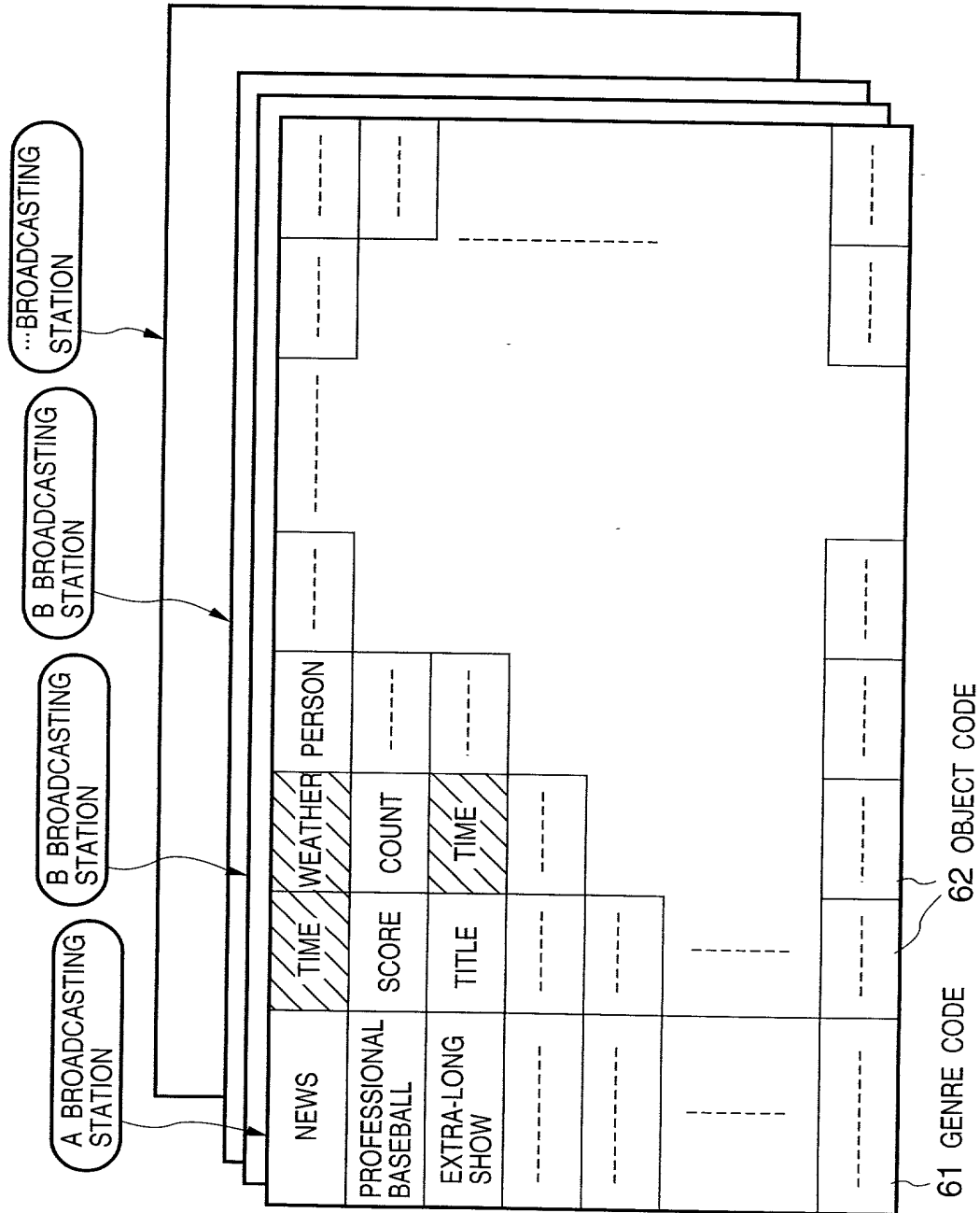


FIG. 8

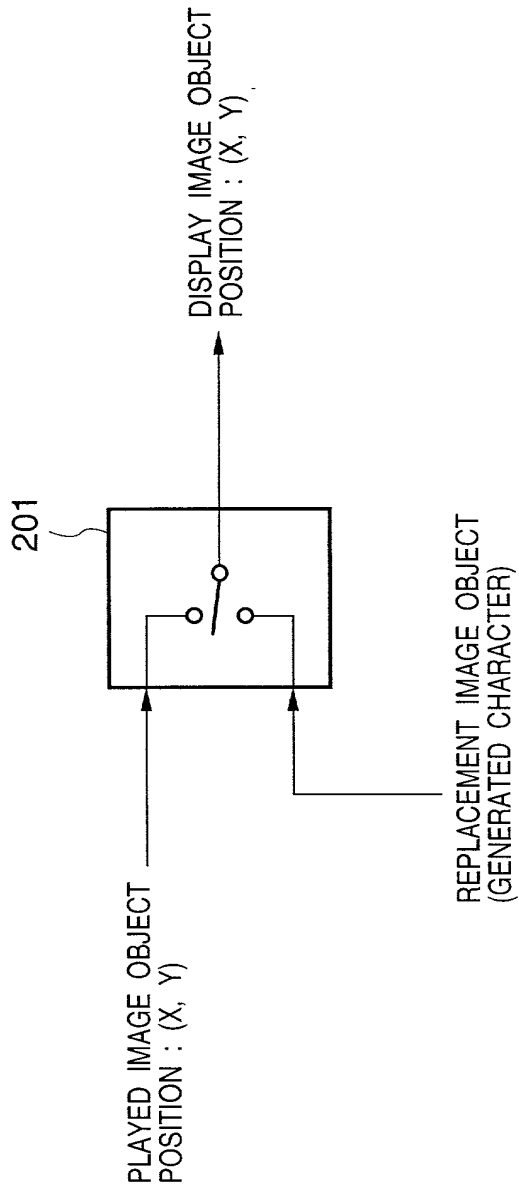




FIG. 9A

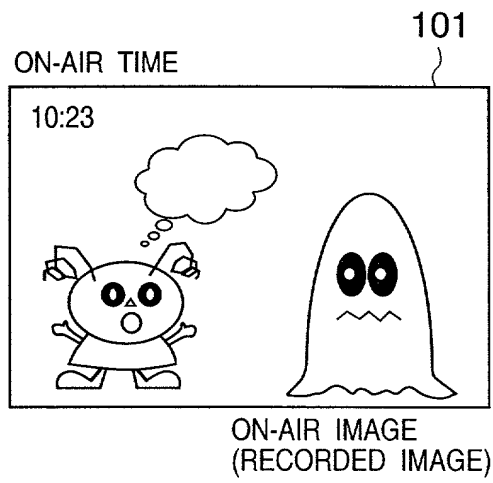
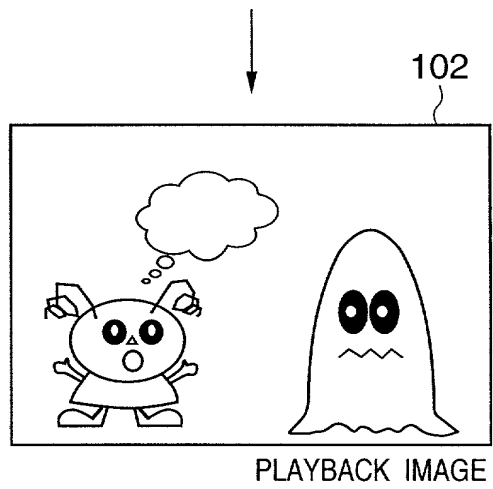


FIG. 9B



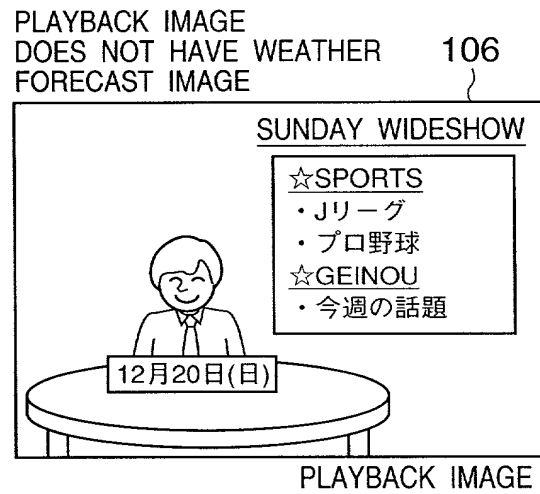
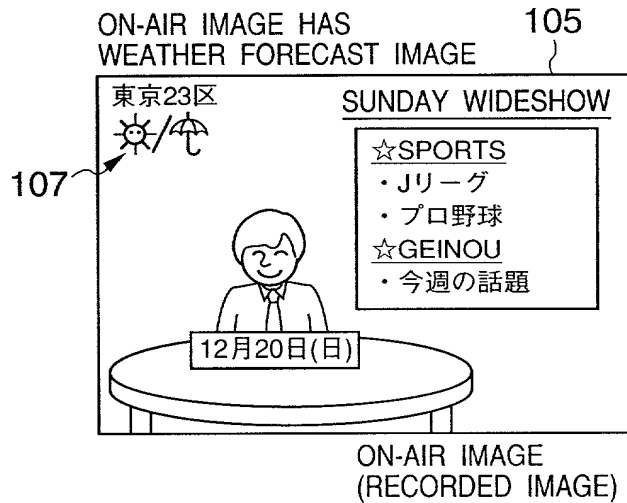


FIG. 10A

FIG. 10B

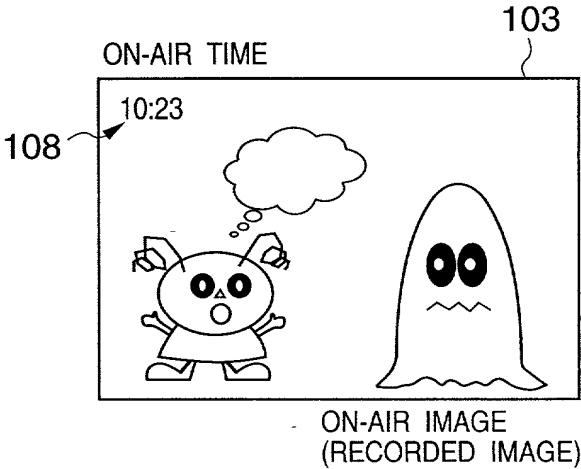


FIG. 11A

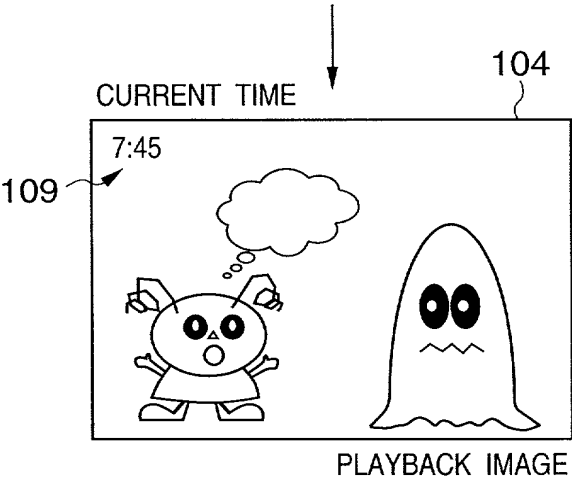


FIG. 11B

FIG. 11A

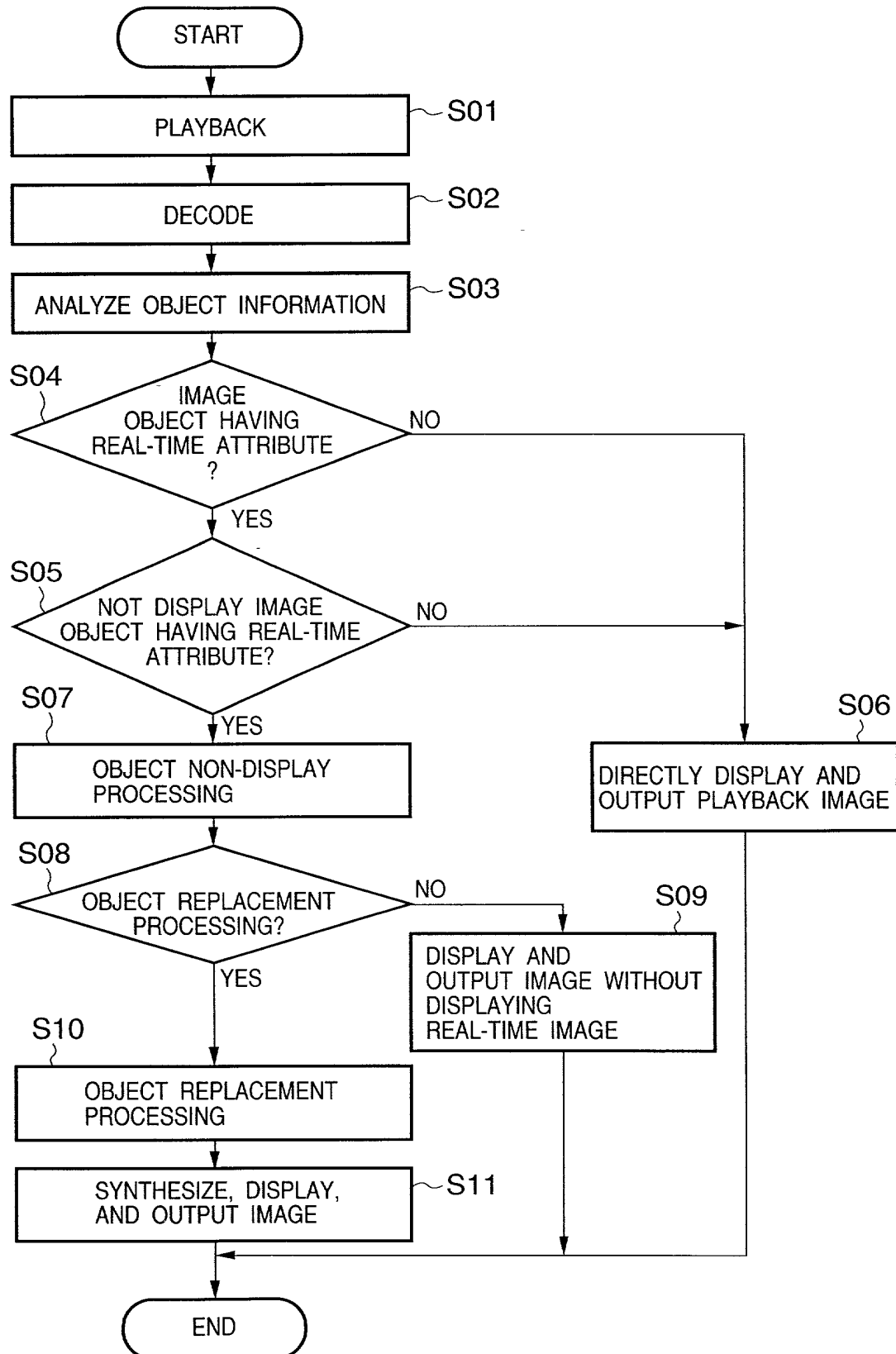
**FIG. 12**

FIG. 13

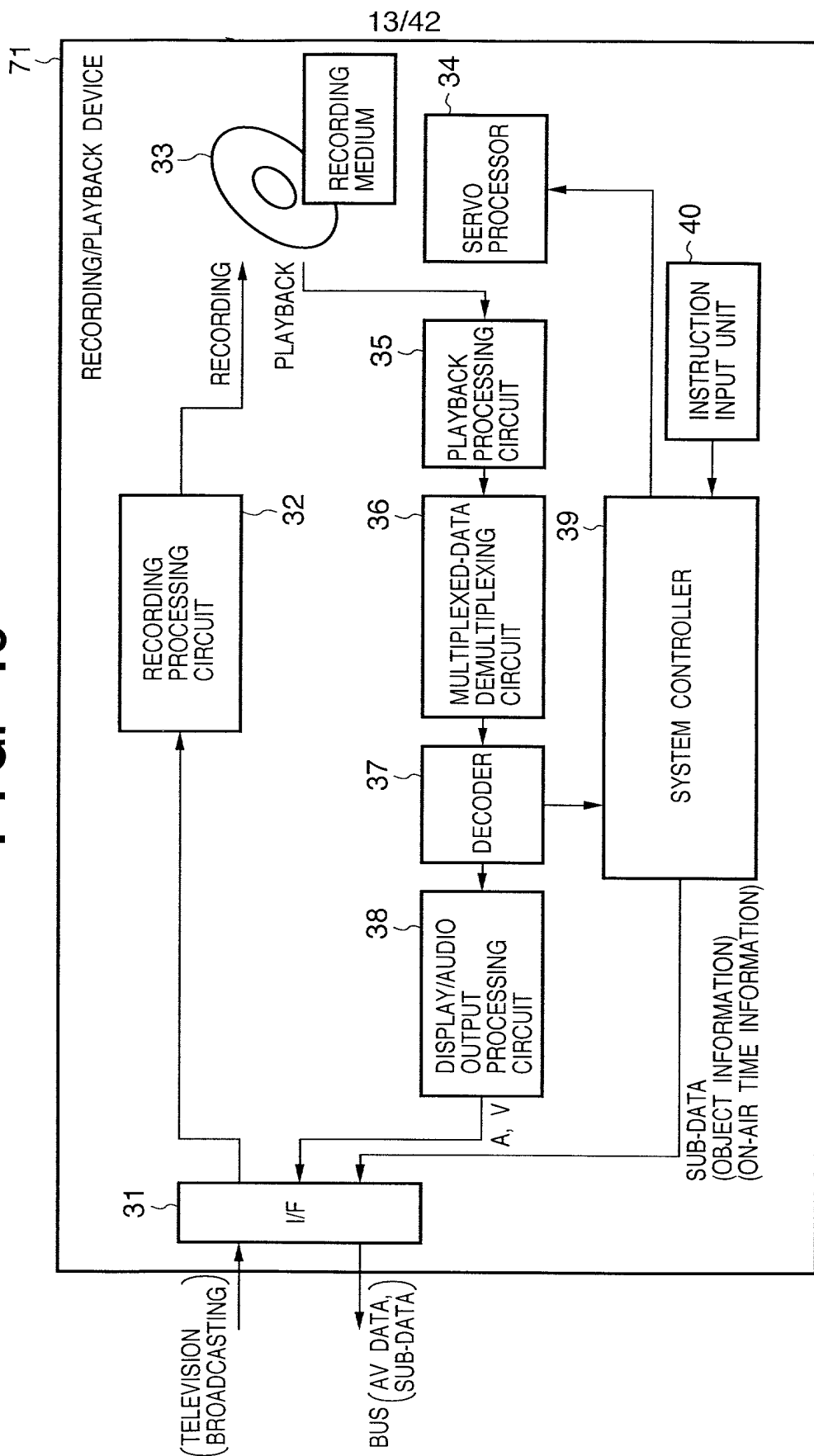
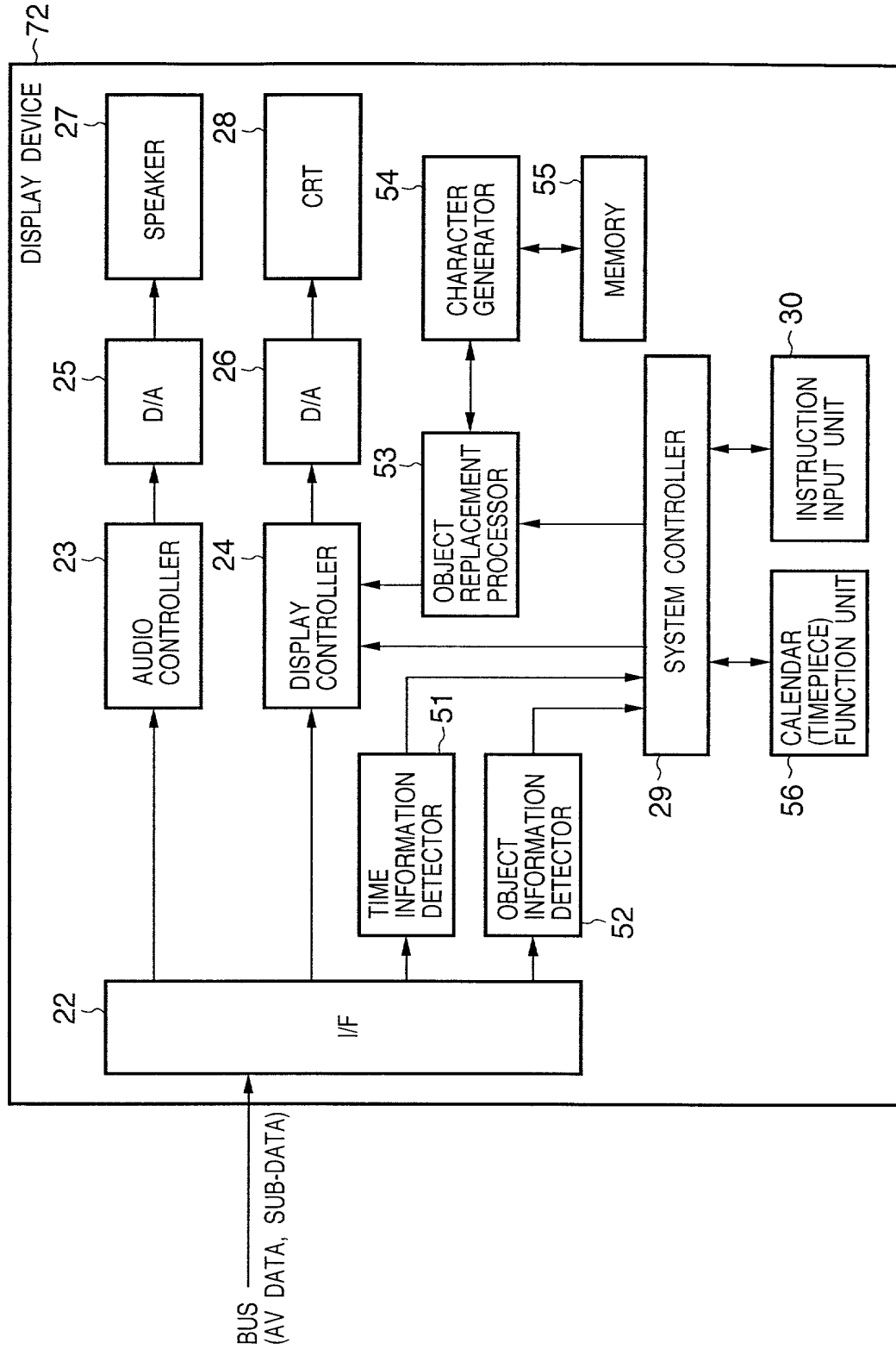


FIG. 14



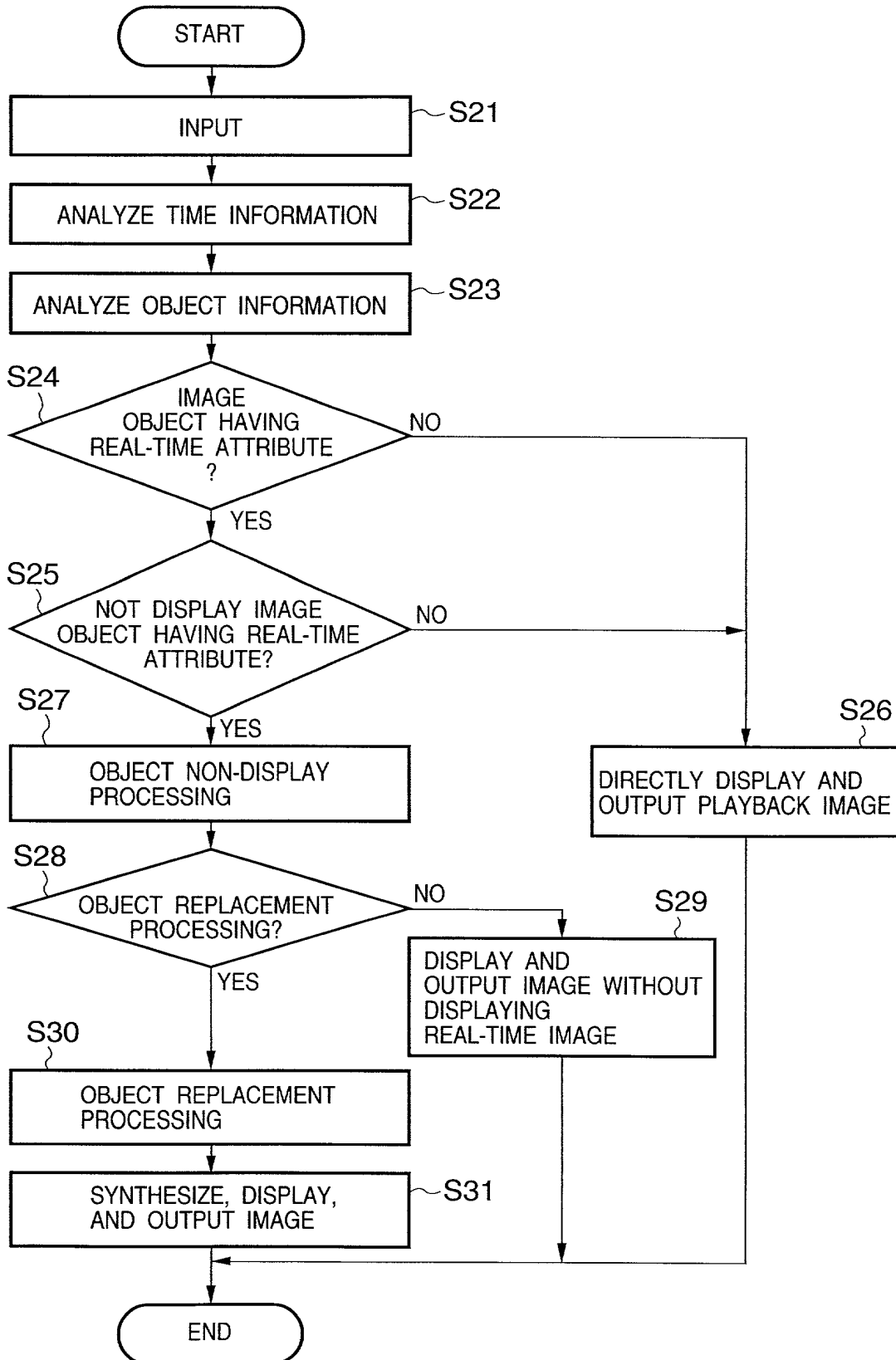
**FIG. 15**

FIG. 16

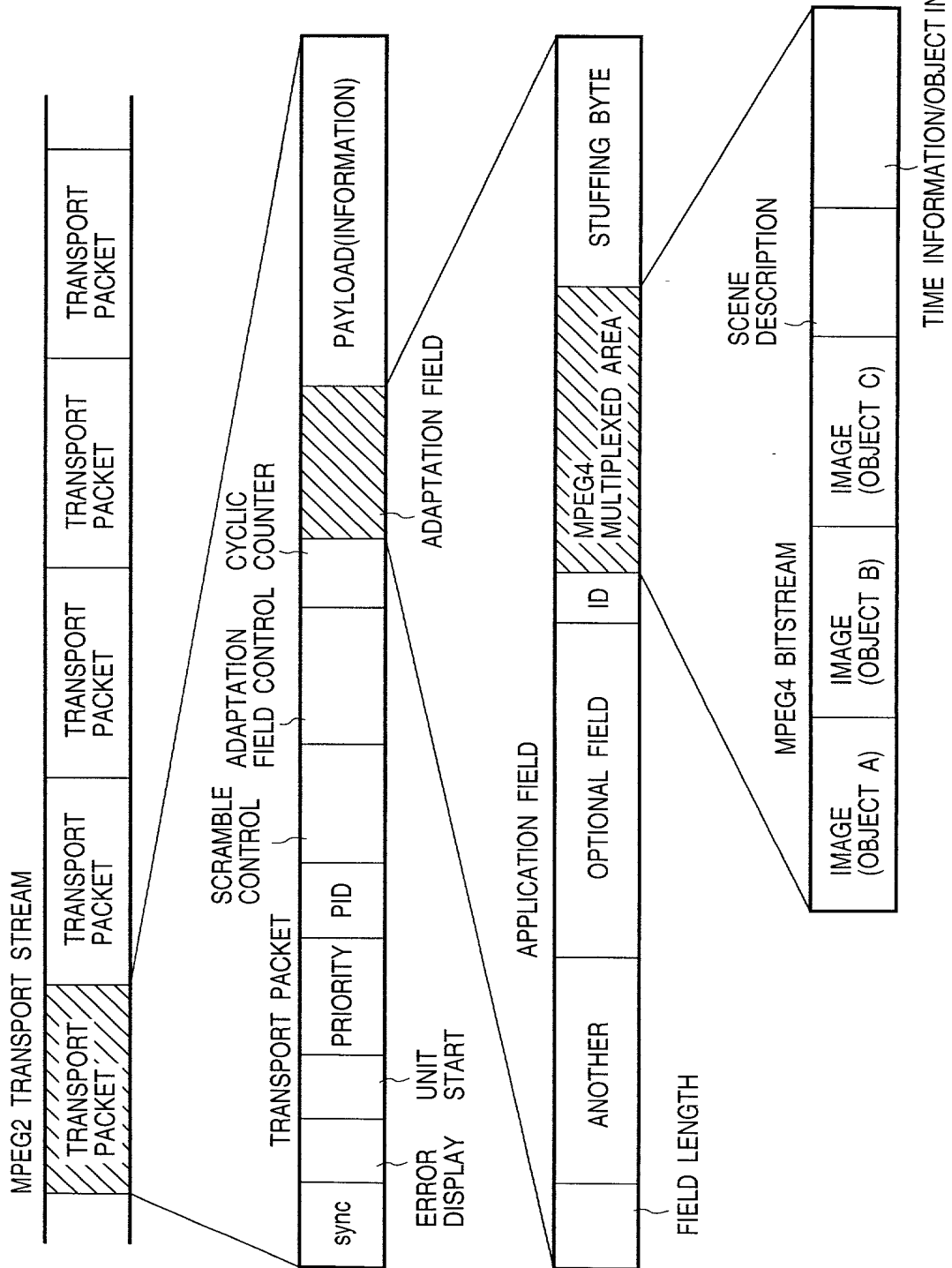




FIG. 17

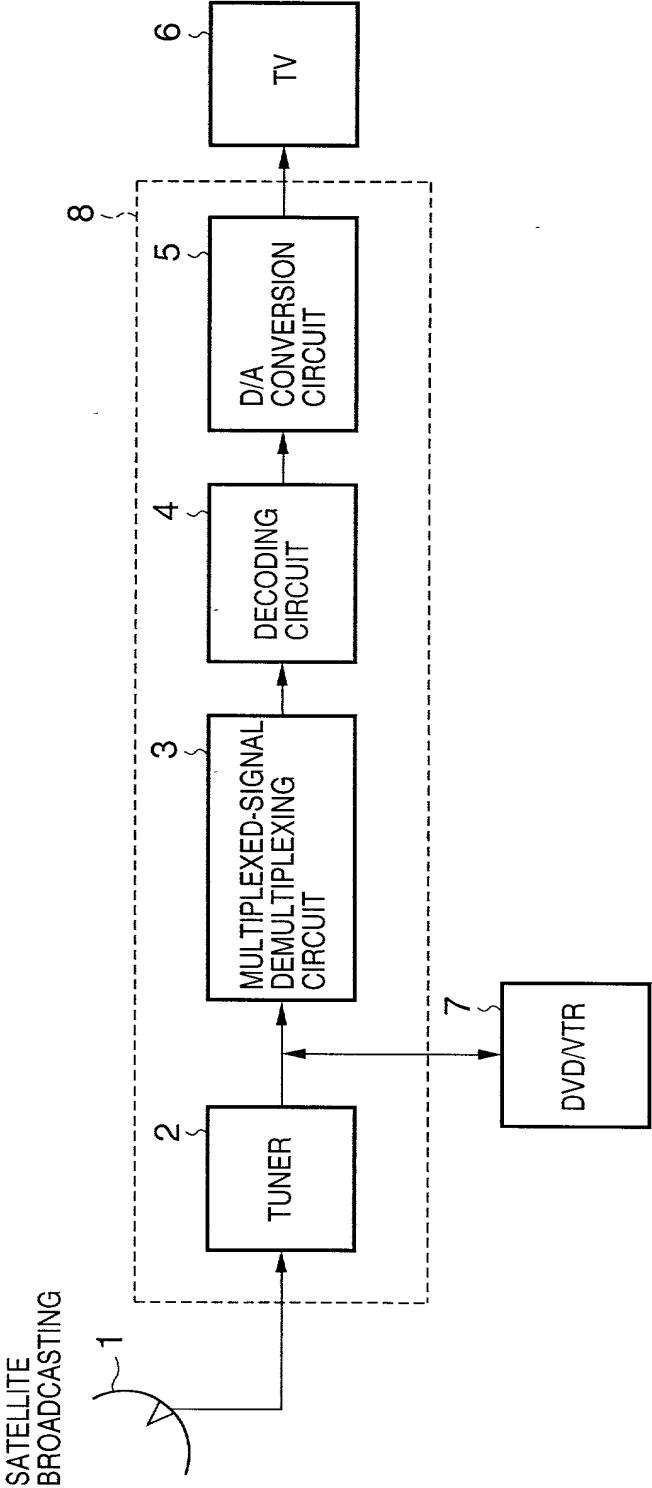


FIG. 18

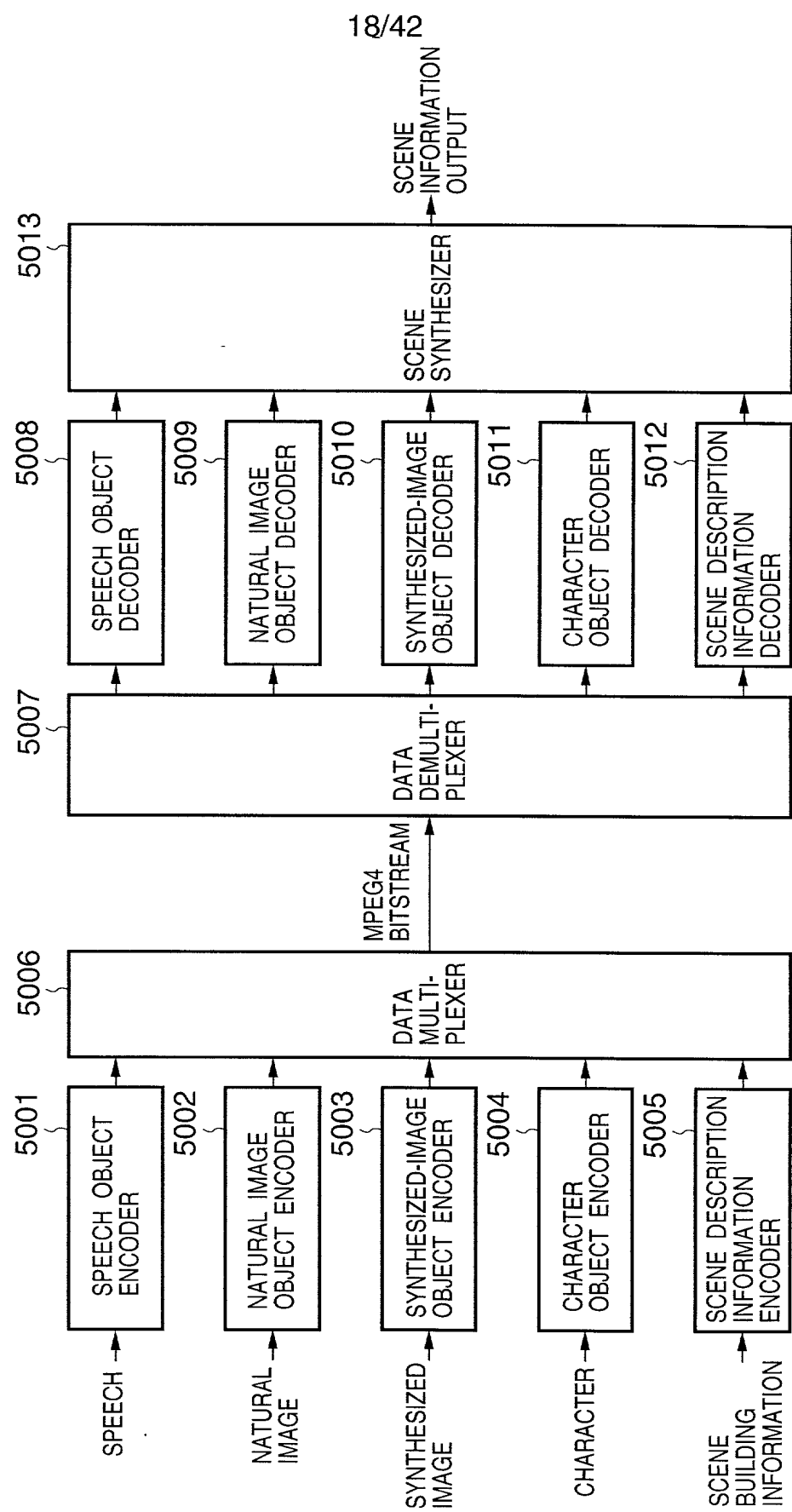
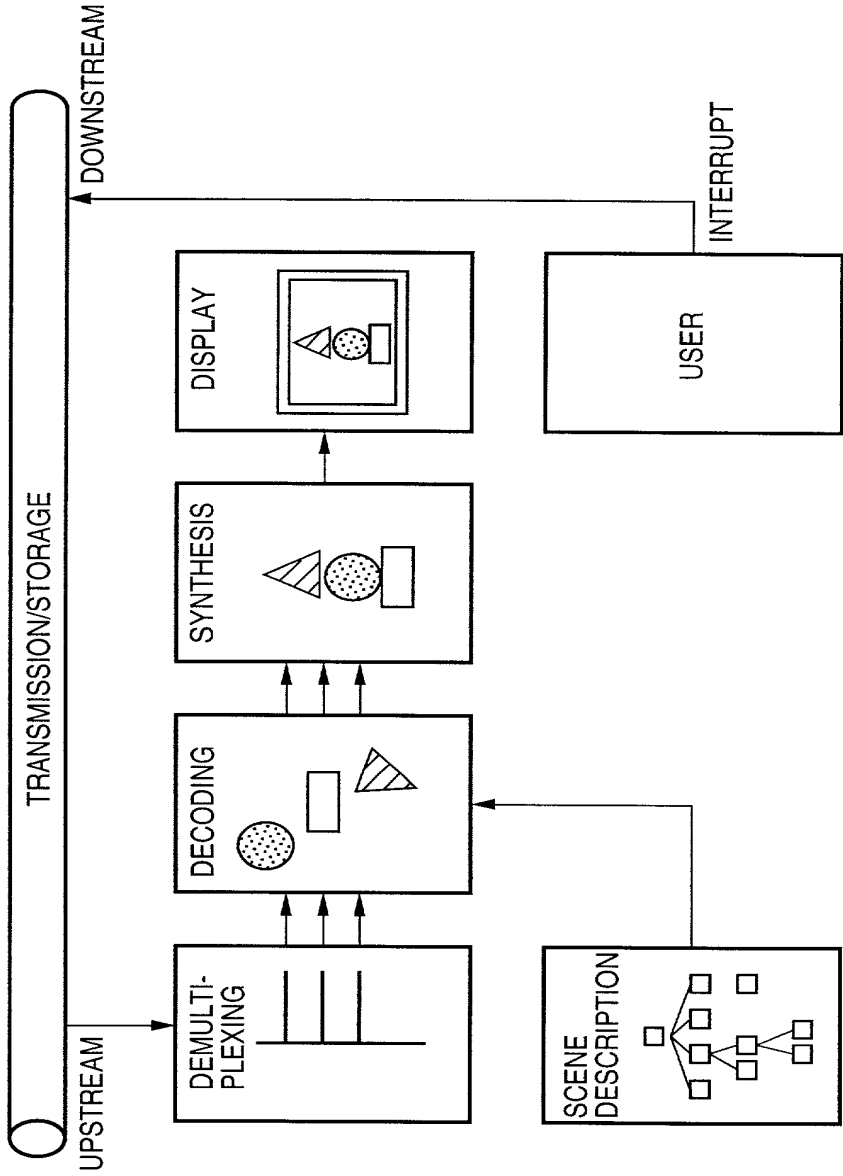
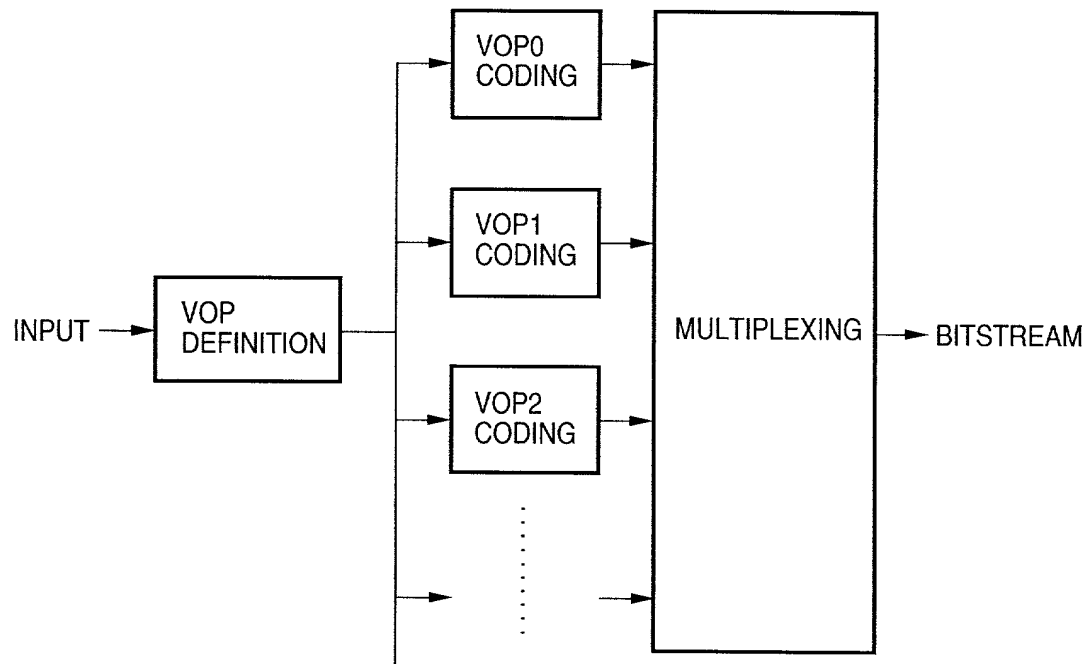
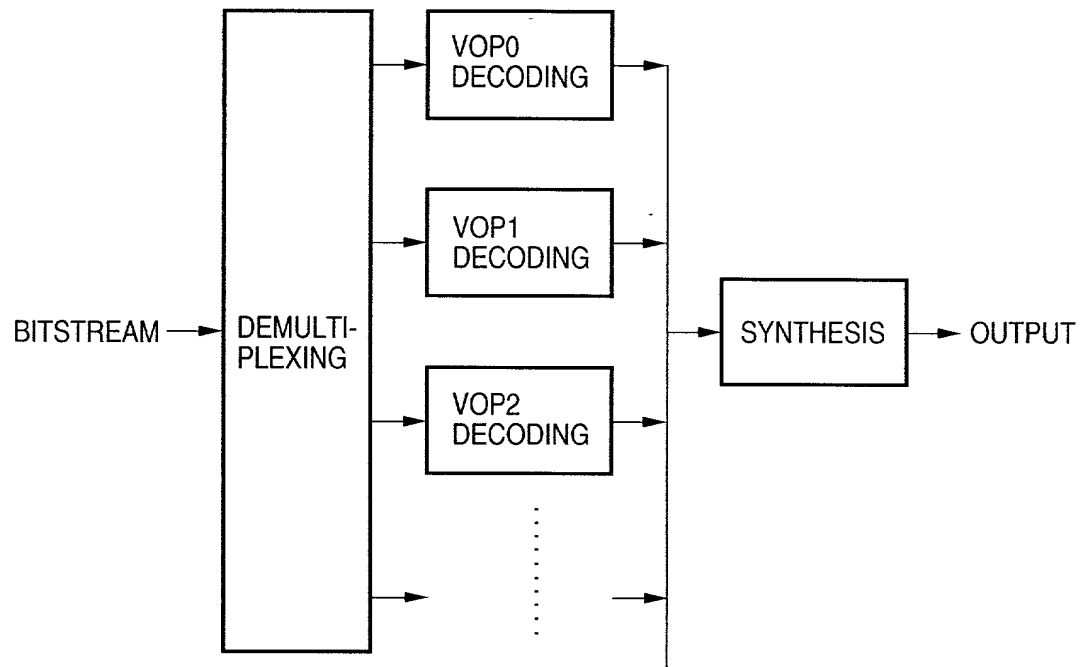


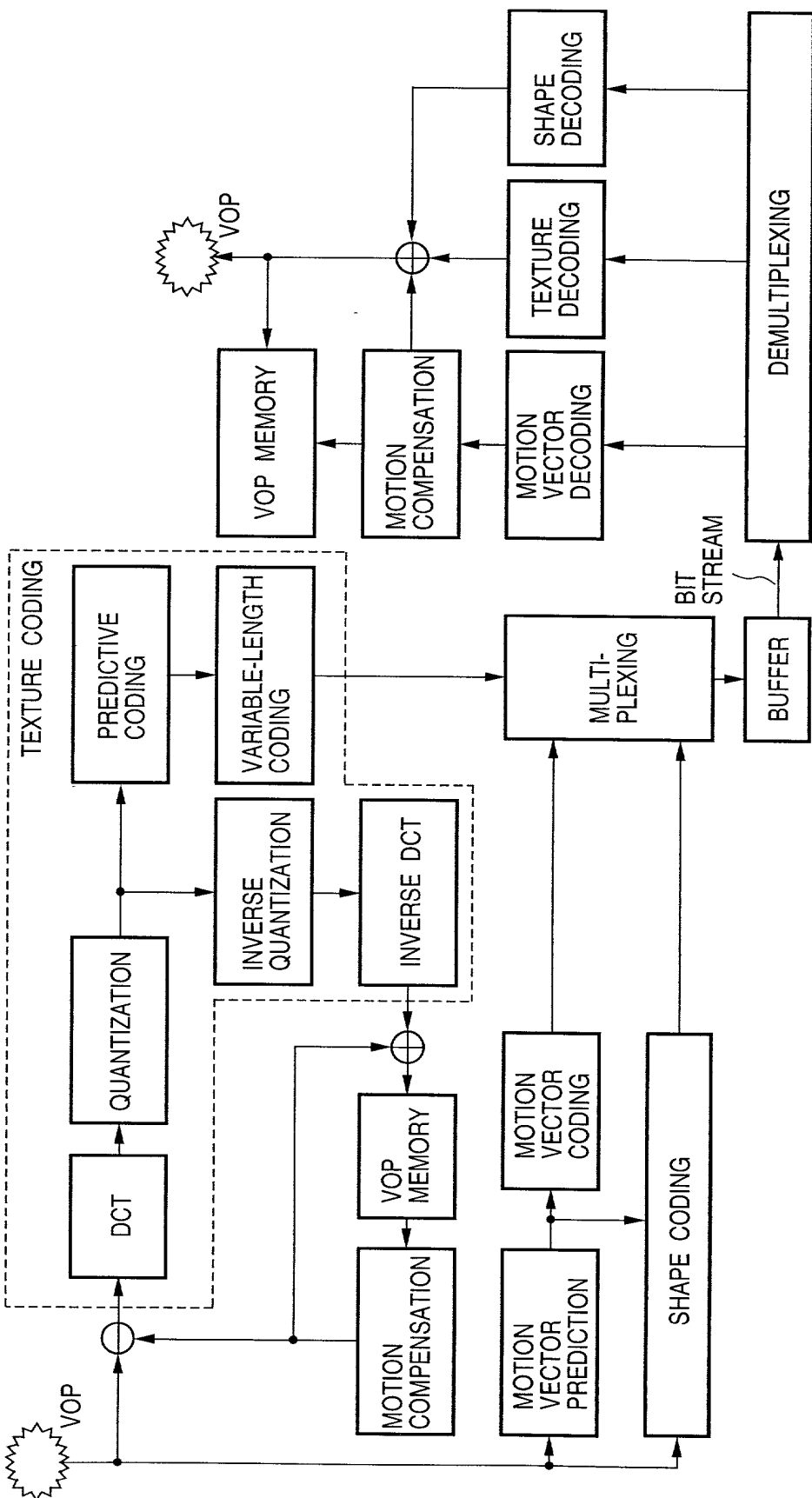
FIG. 19



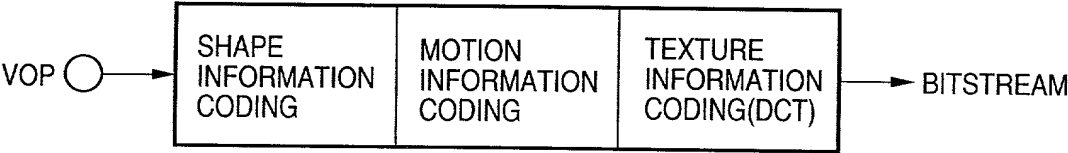
**FIG. 20**

**FIG. 21**

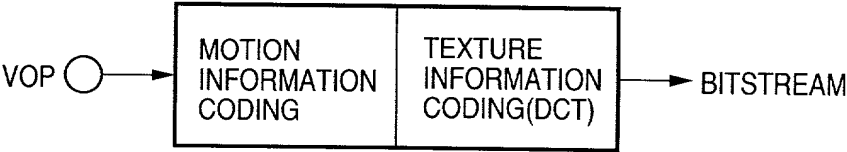
**FIG. 22**



**FIG. 23A**



**FIG. 23B**



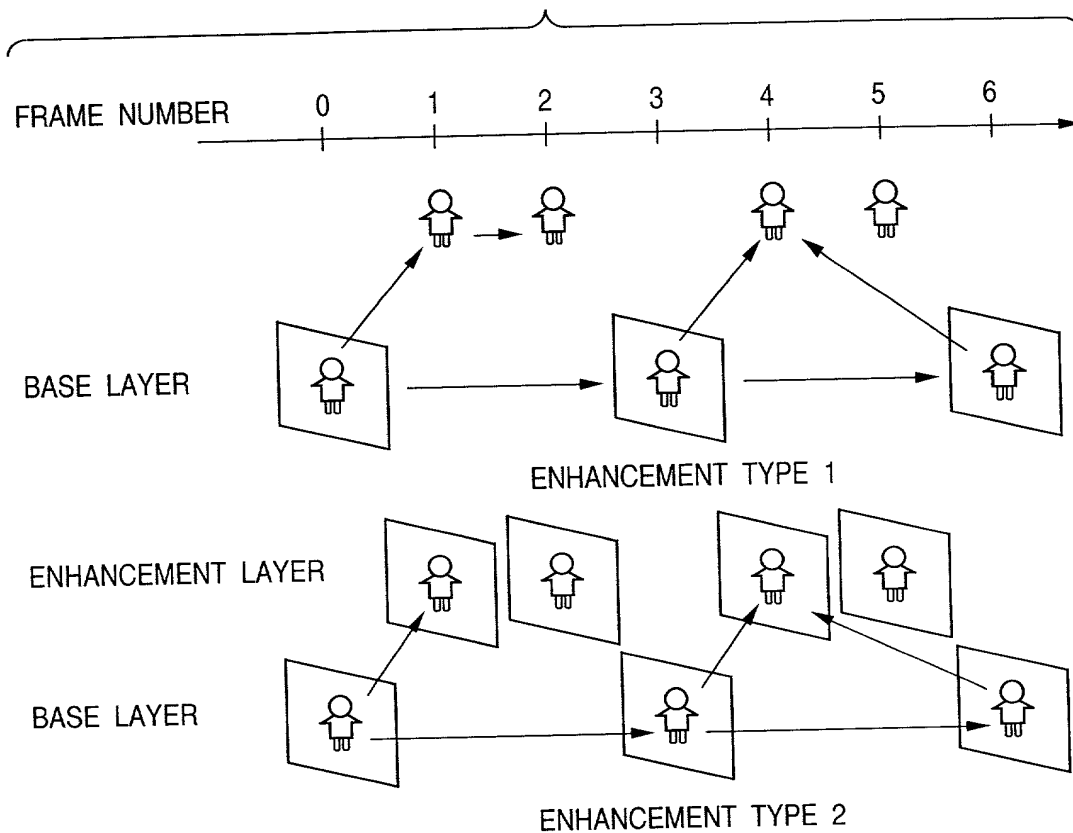
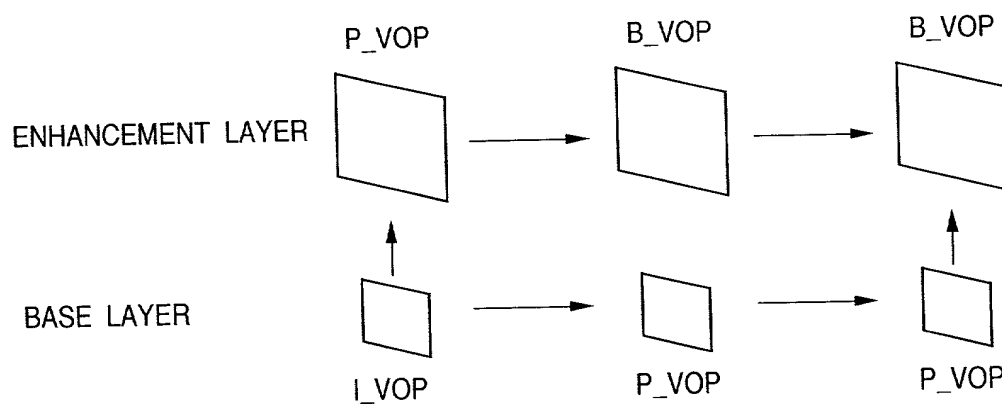
**FIG. 24A****FIG. 24B**



FIG. 25A

PERSPECTIVE TRANSFORMATION	$x' = (ax + by + c)/(gx + hy + l)$ $y' = (dx + ey + f)/(gx + hy + l)$
AFFINE TRANSFORMATION	$x' = ax + by + c$ $y' = dx + ey + f$
ISOTROPIC ENLARGEMENT (a)/ ROTATION( $\theta$ )/MOVEMENT(c, f)	$x' = a \cos \theta x + a \sin \theta y + c$ $y' = -a \sin \theta x + a \cos \theta y + f$
TRANSLATION	$x' = x + c$ $y' = y + f$

FIG. 25B

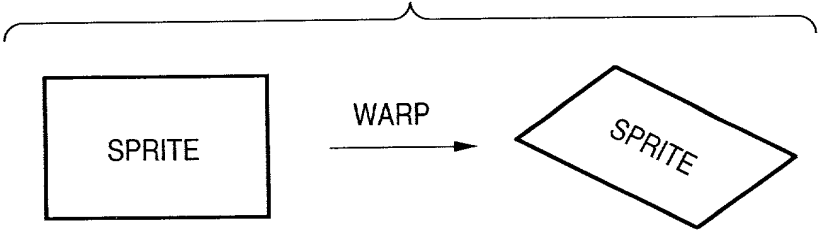


FIG. 26

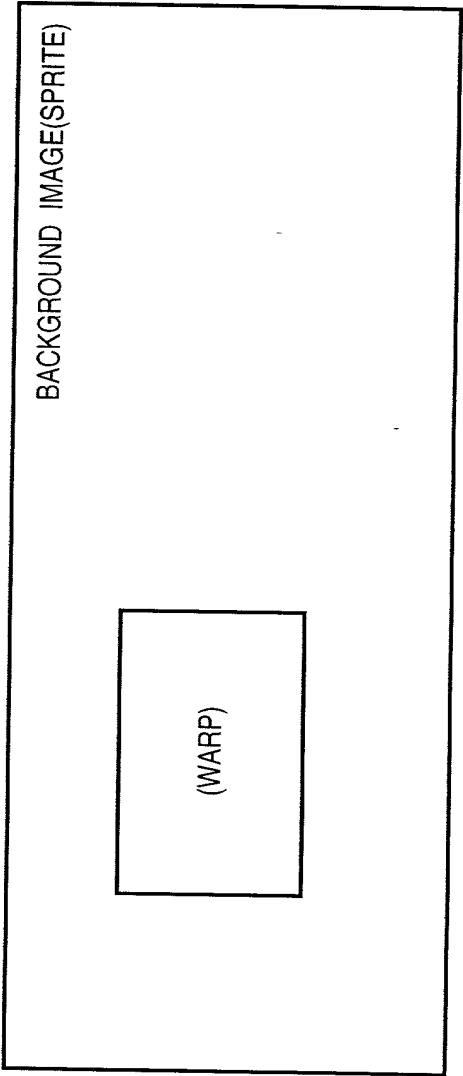
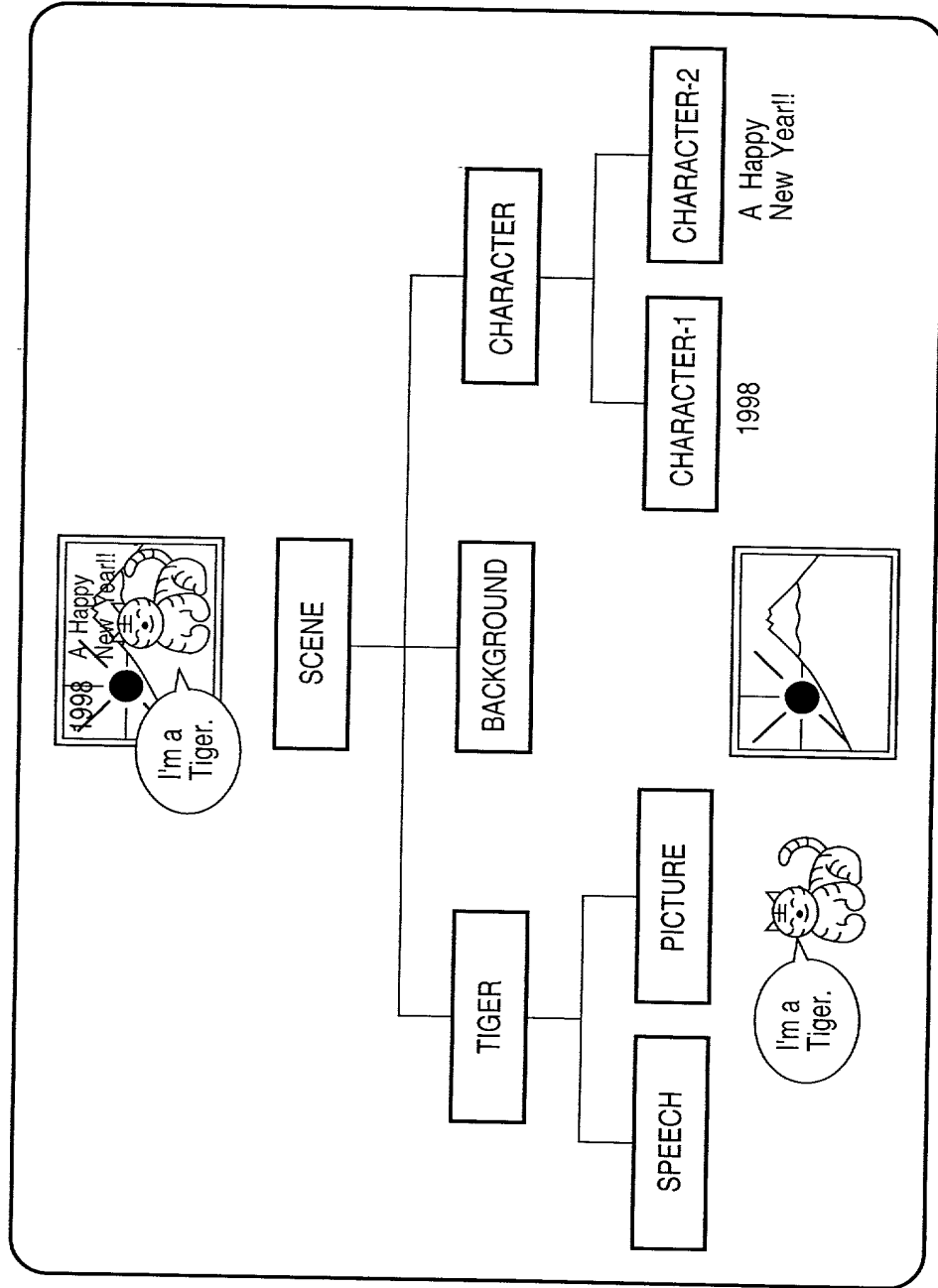


FIG. 27

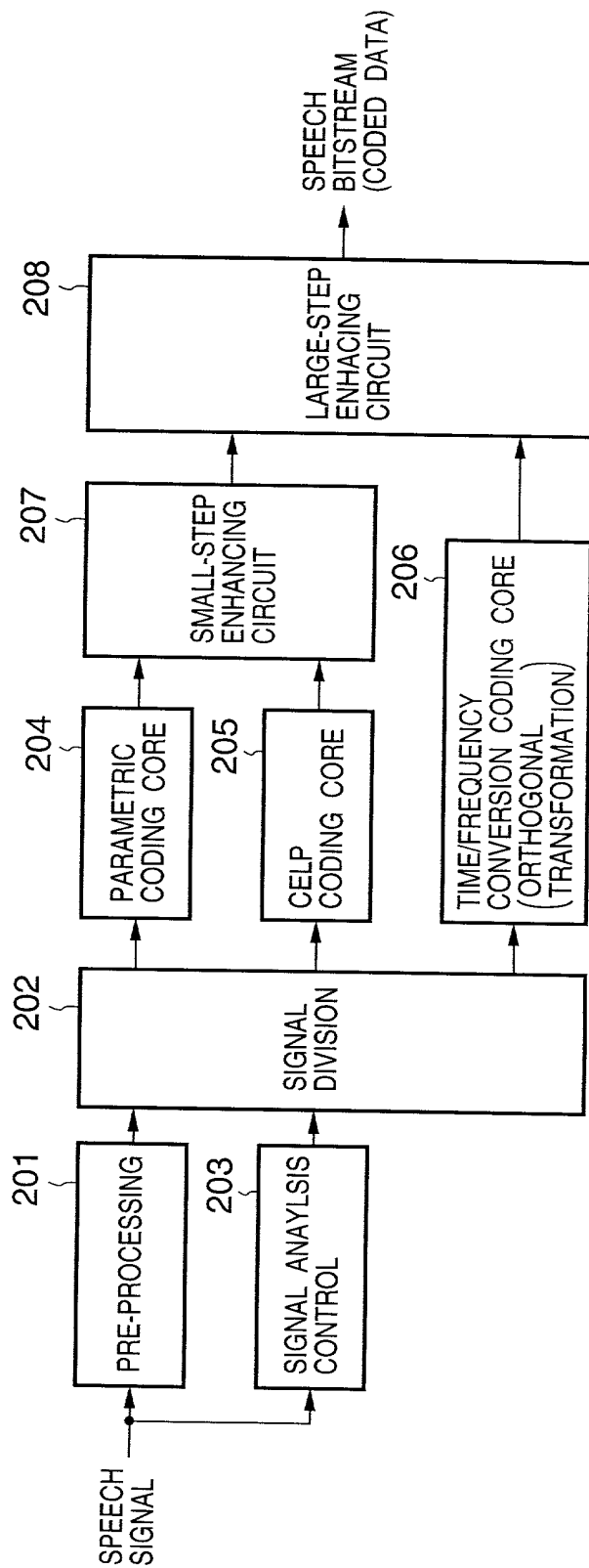


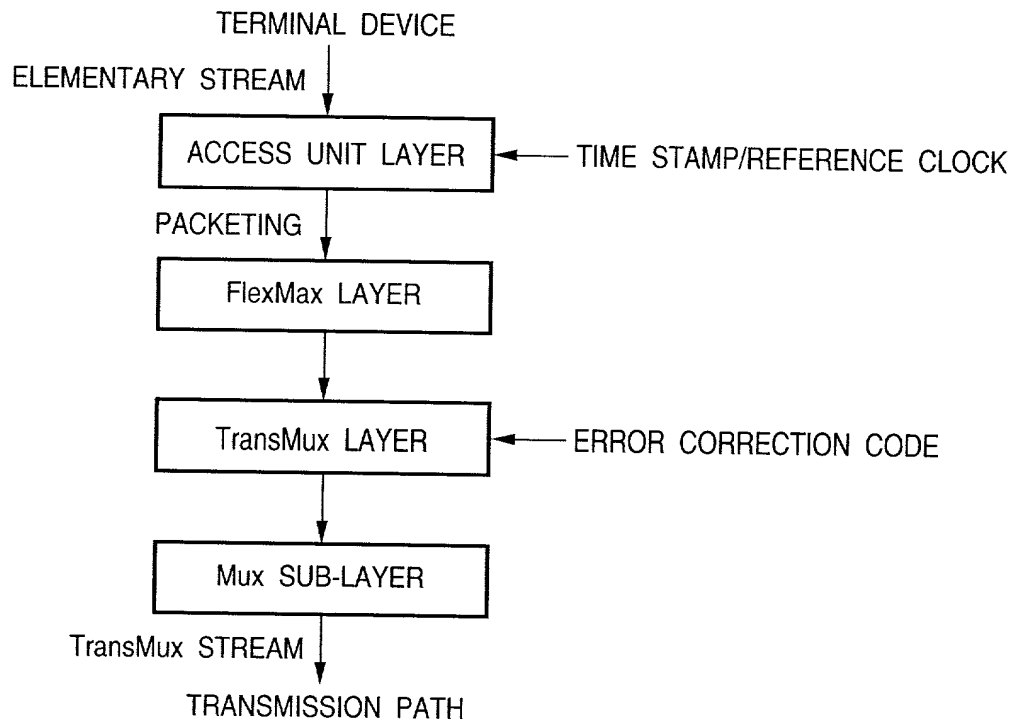
**FIG. 28**

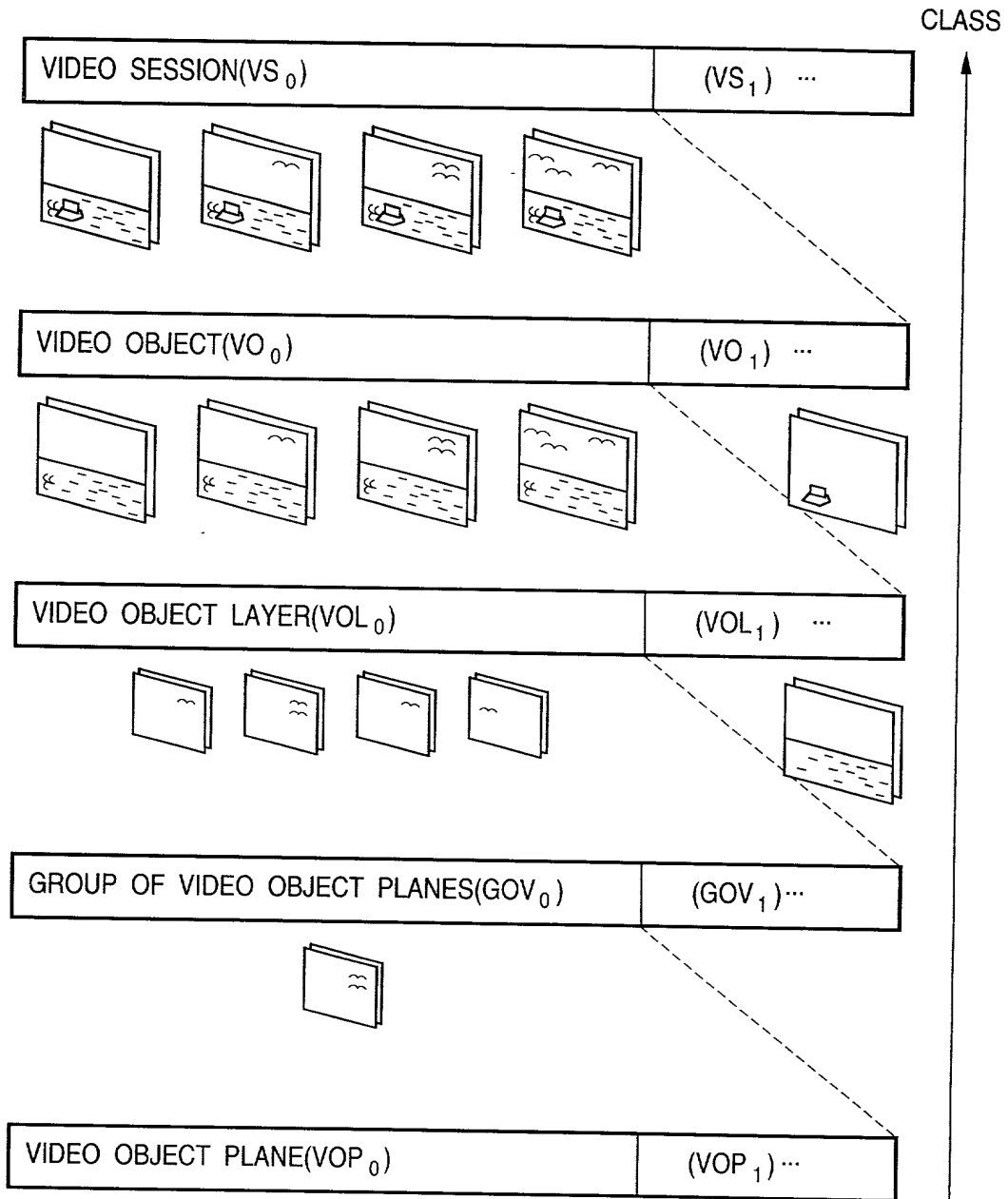
CODING SCHEME		BIT RATE kbit/S
PARAMETRIC CODING	IL	6-16
	HVXC	2-6
CELP CODING	WB-CELP	14-24
	NB-CELP	4-12
TIME/FREQUENCY CONVERSION CODING (T/F CONVERSION)	COMPLIANCE WITH AAC	24-64
	TwinVQ	6-40
SNHC	SA CODING (TONE SYNTHESIS)	—
	TTS CODING (TONE SYNTHESIS)	—

CELP : Code Excited Linear Prediction  
 SNHC : Synthetic Natural Hybrid Coding

FIG. 29



**FIG. 30**

**FIG. 31**

VS : Video Session  
 VO : Video Object  
 VOL : Video Object Layer  
 GOV : Group Of Video Object Plane  
 VOP : Video Object Plane

FIG. 32A

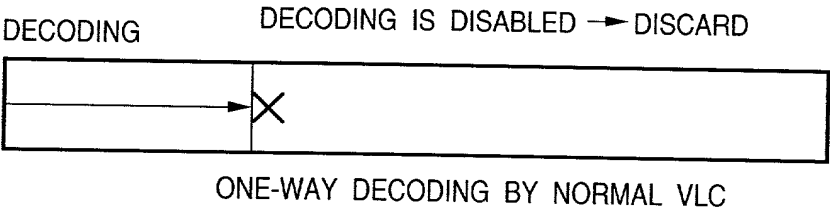


FIG. 32B

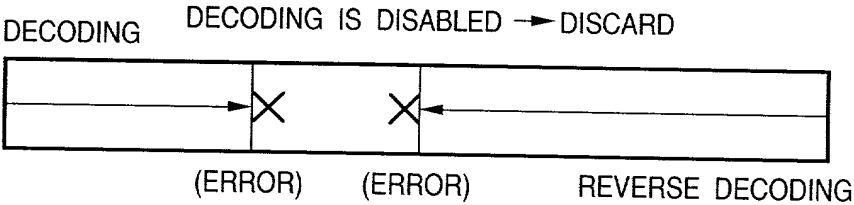




FIG. 33A

INSERTION OF RM(RESYNC MARKER)

RAM	MICROBLOCK NUMBER	QUAN- TIZATION SCALE VALUE	RM	MICROBLOCK NUMBER	QUAN- TIZATION SCALE VALUE

SLICE

FIG. 33B

INSERTION OF MM(MOTION MARKER)<DATA PARTITIONING>

MOTION INFORMATION	MM	TEXTURE INFORMATION	

FIG. 34

63 BROADCASTING STATION CODE

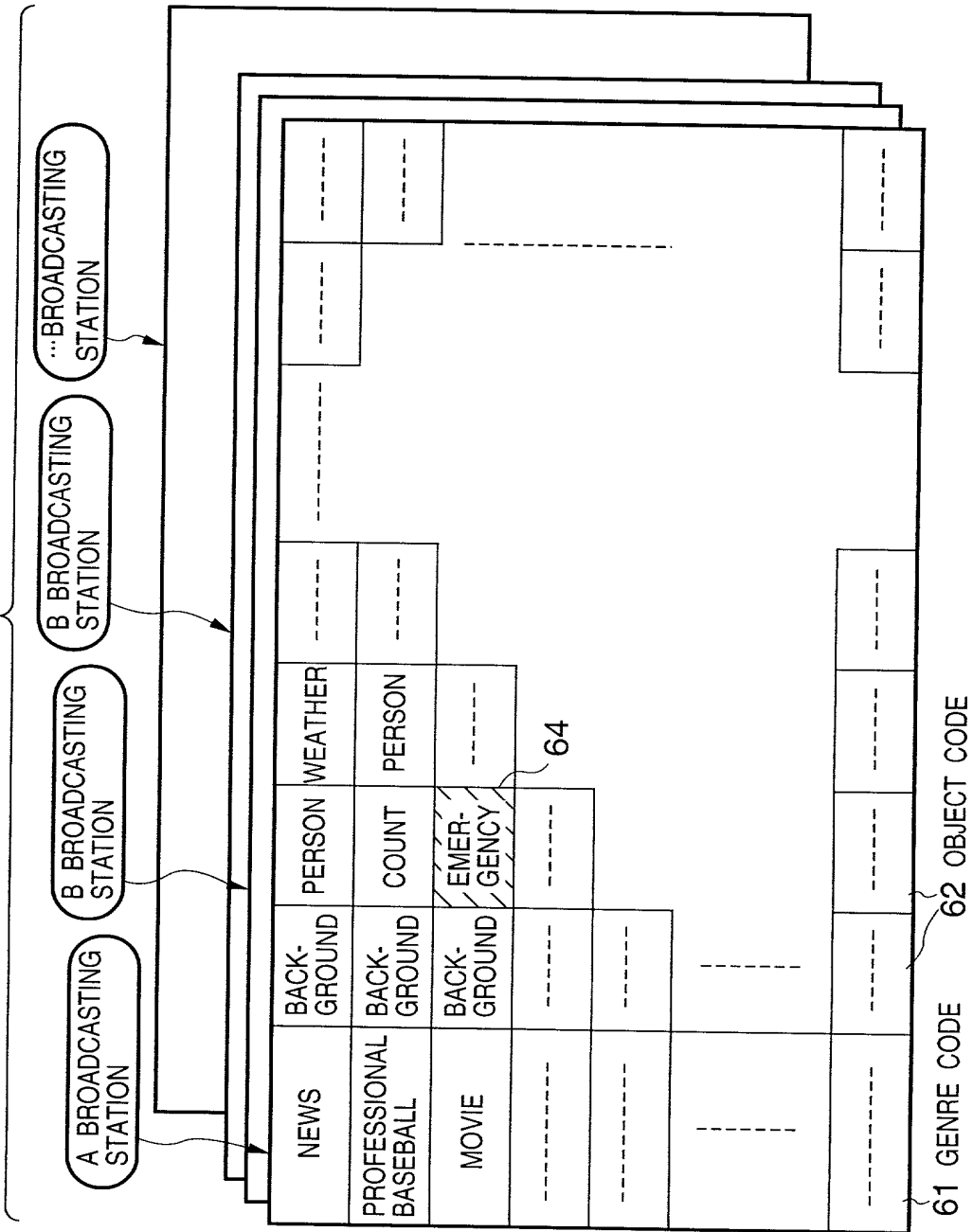


FIG. 35

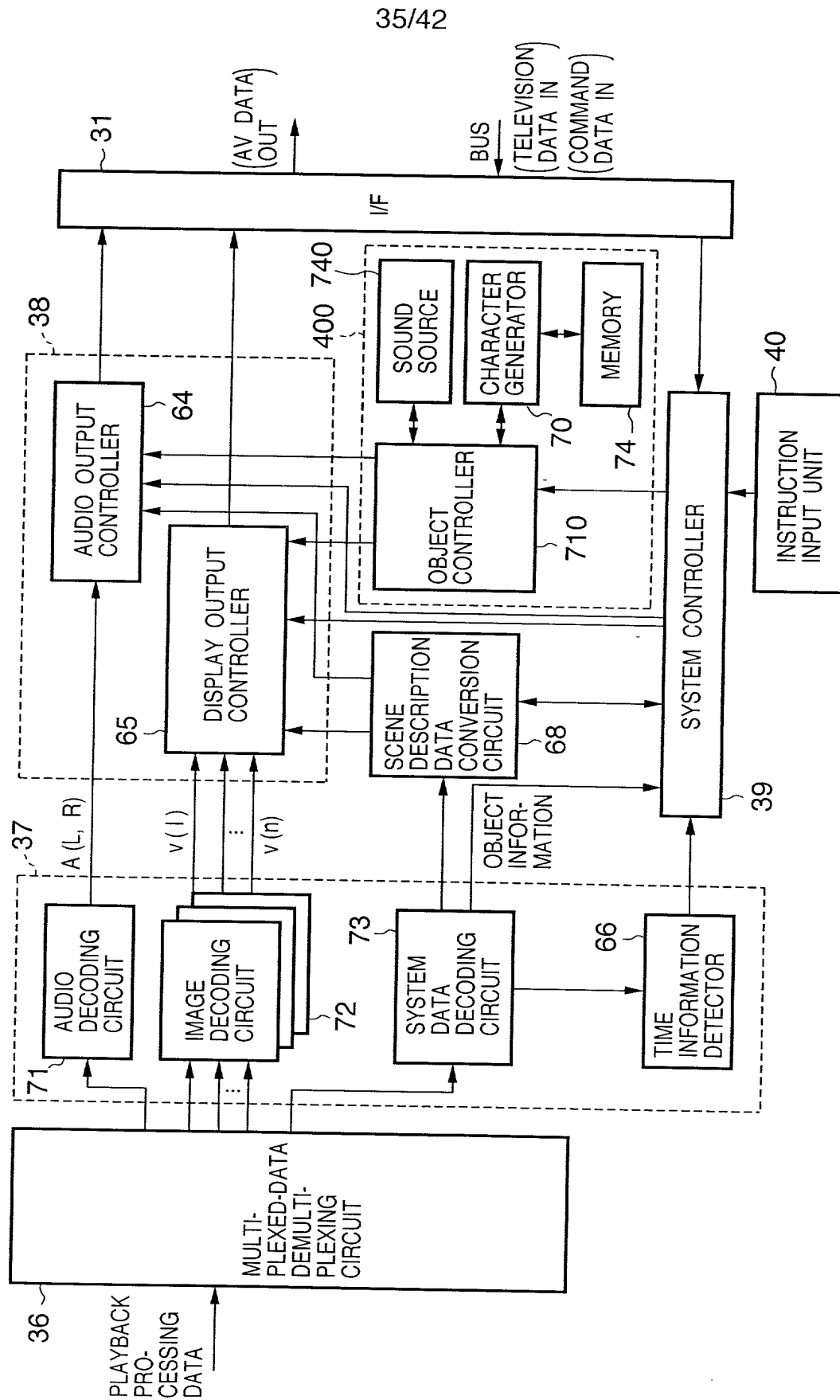


FIG. 36

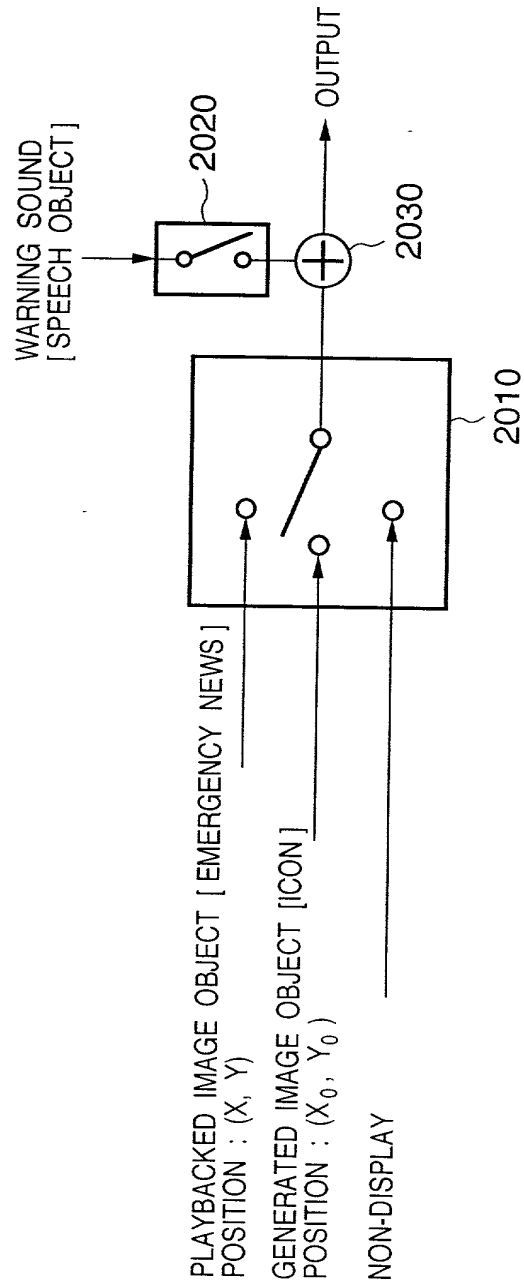
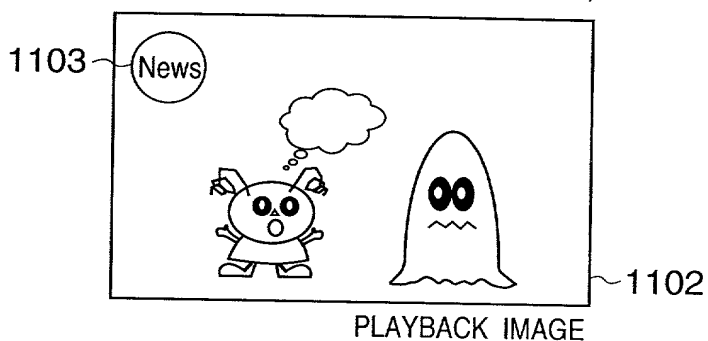


FIG. 37A



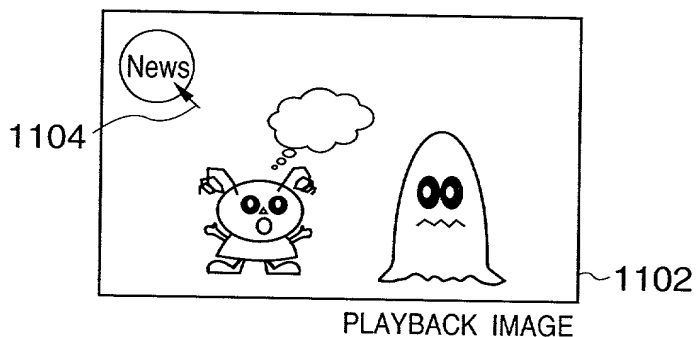
FIG. 37B



PLYABACK PATTERN ①

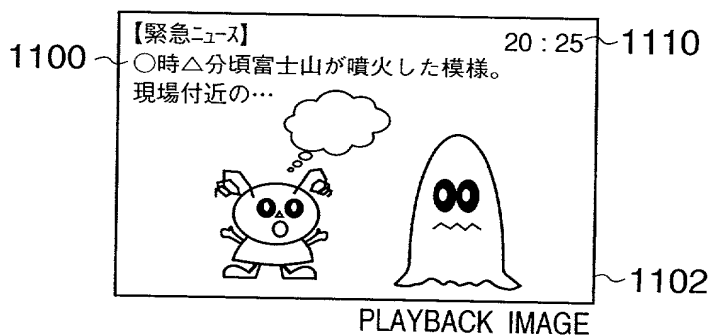
"EMERGENCY NEWS" (IMAGE OBJECT)  
IS DISPLAYED AS ICON (IMAGE OBJECT)

FIG. 37C



EMERGENCY NEWS DISPLAY INSTRUCTION  
(FOR EXAMPLE. ICON IS CLICKED)

FIG. 37D



PLYABACK PATTERN ②

"EMERGENCY NEWS" OF ORIFINAL IS DISPLAYED.  
RECORDING TIME INFORMATION CAN ALSO  
BE ADDITIONALLY DISPLAYED

**FIG. 38B**

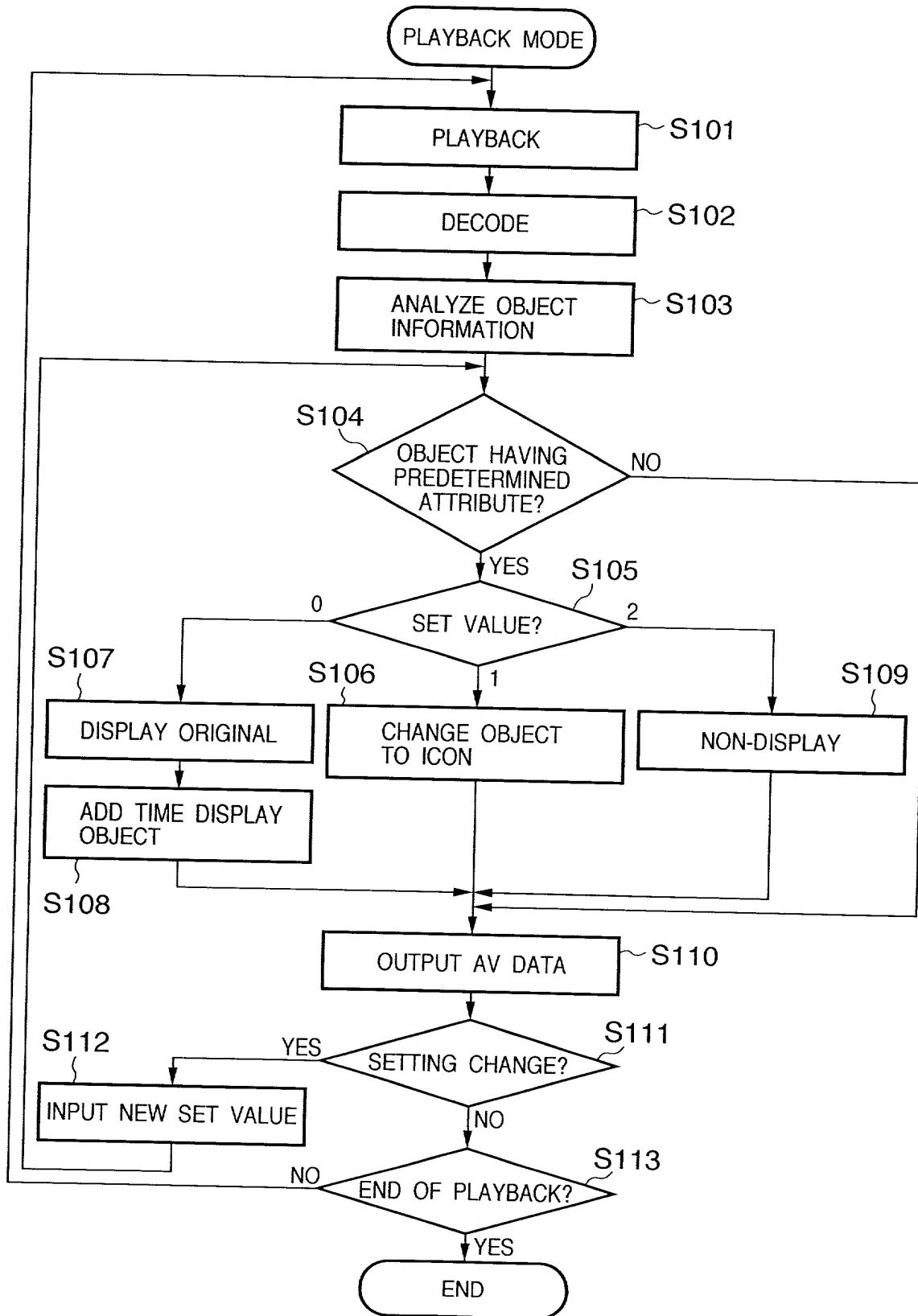
**FIG. 39**

FIG. 40

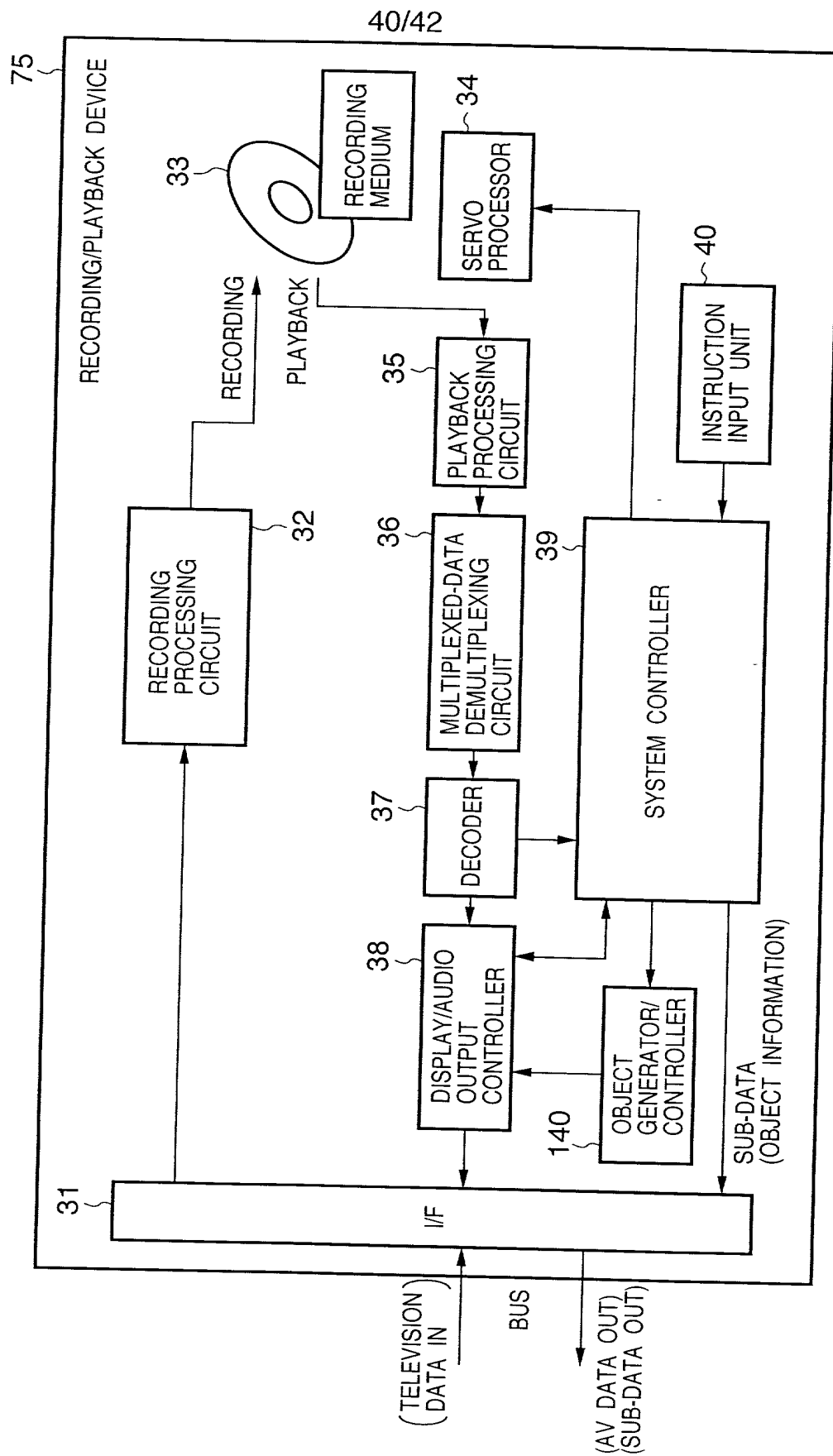




FIG. 41

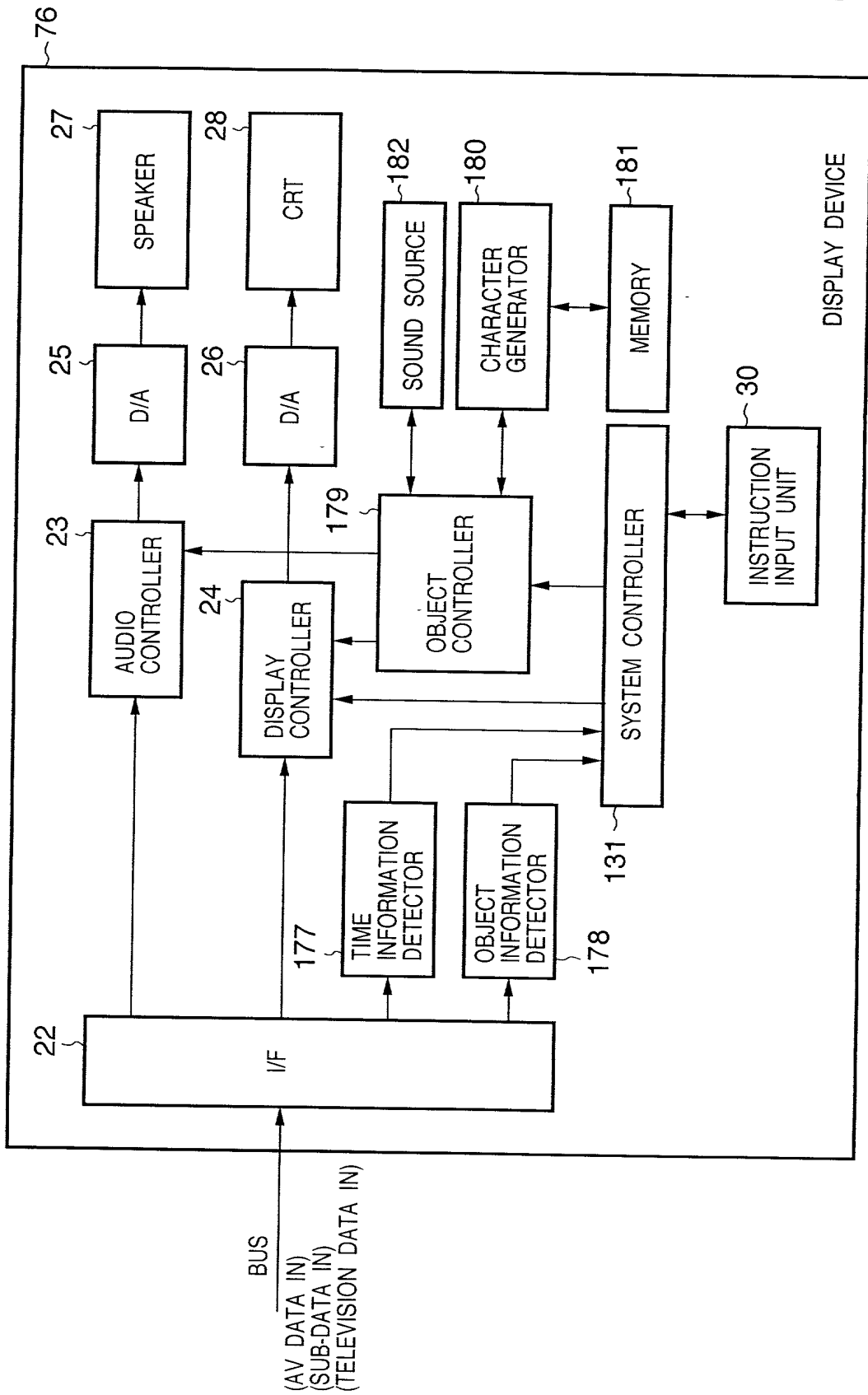


FIG. 42

